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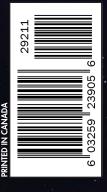
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- GET YOUR HERO ON WITH CRITICAL-HITS STUDIOS & GREATER THAN GAMES' SENTINEL COMICS ROLEPLAYING GAME!











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FIVE-YEAR MISSION



ship. If you fail, you all lose. Solving threats is

the way you score points for your crew and win the game.











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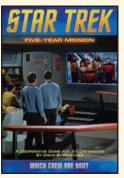
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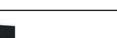
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Explore New Worlds

November 2017





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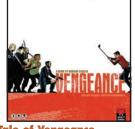
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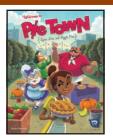
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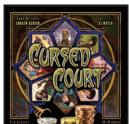
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Take to the stars in a future full of magic, mystery, and technology in Starfinder®, the new Roleplaying Game from Paizo®, the creator of Pathfinder®.

These pre-assembled, pre-painted miniatures of iconic heroes and their ships bring your Starfinder adventures to life.











213 FROM THE EDITOR

Greetings Dear Readers!

Welcome to your November issue of Game Trade Magazine!

As the weather gets colder, my thoughts turn to spending Thanksgiving with friends and family. I'll soon be making the trek from the *GTM* base of operations in Maryland, to the hinterlands of Vermont, land of maple and Green Mountains!

However, before I make that journey north for the holiday, we've one more big convention to look forward to; *GTM* will be exhibiting at the inaugural PAX Unplugged in Philadelphia (17-19 November), and I look forward to the opportunity to meet many of our readers, give away some cool swag, and of course, hand out some free copies of *GTM*!



Admittedly, we were initially hesitant to add yet *another* show to our busy schedule, especially one just before the Thanksgiving holiday, but the PAX shows are so much fun and filled with a plethora of gaming goodness, and this being the first PAX show dedicated to tabletop games and the fact that it's taking place practically in our backyard in the City of Brotherly Love made it all a no-brainer – of course we **have to** attend!

So, if you're at the show please swing by booth #203 and say "Hi!" and check out our "siblings" from Game Trade Media, who will be on-site with the mobile studio and recording from the show floor; it's going to be an awesome time!

But, enough about all that – what of this INCREDIBLE magazine you hold in your hands? Well, dear reader, have we got a great issue for you this month!

Well, for starters, we have a first look at both Twilight Imperium and L5R's Battle for Rokugan from Fantasy Flight Games, but that's not all – we also get a sneak-peek at WizKids' D&D Icons of the Realms: Classic Creatures Box Set, as well as an exclusive preview of some of the figures from the upcoming DC HeroClix set, Harley Quinn and the Gotham Girls!

The exclusives don't stop there – we also have some fantastic preview pages from Dragonwing Games' Lore of the Gods RPG sourcebook, as well as special Astral Acolyte rules for the Cthulhu Wars board game from Petersen Games!

As if that were not enough, Mayfair Games has also included an exclusive promo tile for *Star Trek: Five-Year Mission* and store copies of the magazine will include a **very special** *Tsuro* player token in one of eight **ALL-NEW** colors!

All that and more, dear reader. Please enjoy!

Game on everyone,

-JG

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GTM

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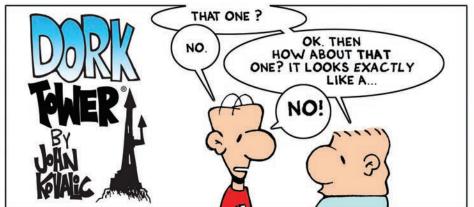
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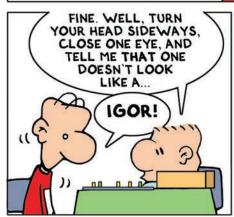


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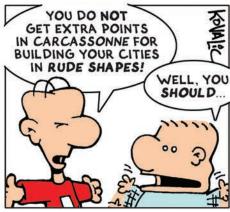
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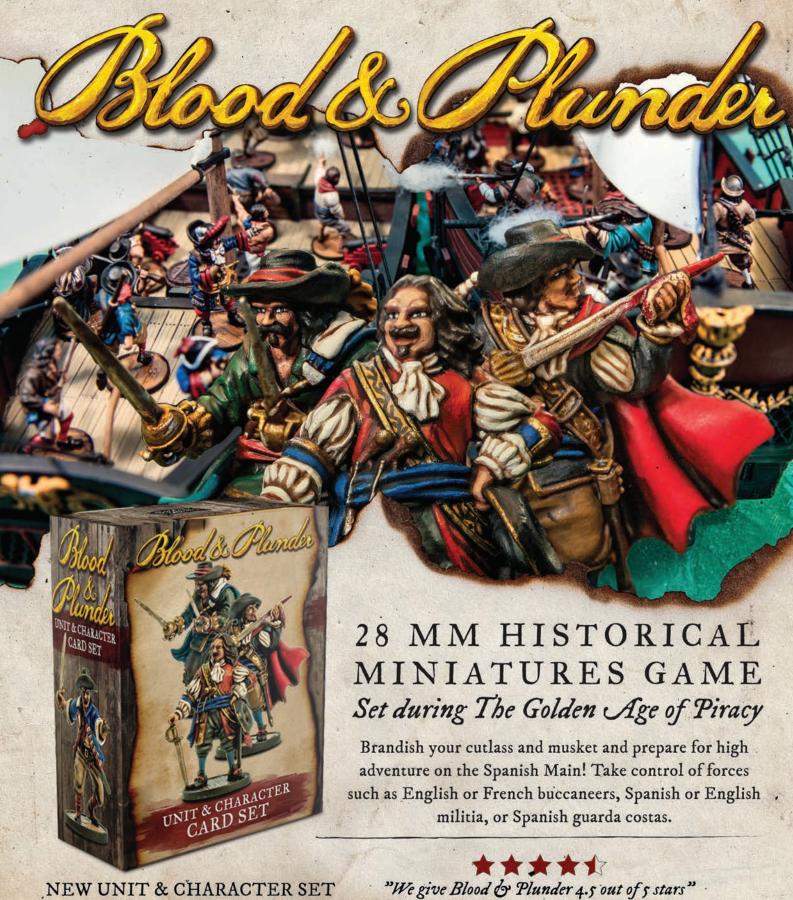








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213 USERS GUIDE

Every month the **Game Trade Magazine** (**GTM**) Bullpen works tirelessly to bring the latest in game industry products and news to these pages. Each **GTM** is packed with *hundreds and hundreds* of games and related tools and accessories, so we know how easy it is to miss that new expansion or game among all the other incredible products the industry has to offer! That's why we've put together this friendly User's Guide so you can navigate **GTM** and find the products you want like a pro!



WHAT IS GAME TRADE MAGAZINE ANYWAY?

The serious games magazine for serious gamers, **Game Trade Magazine (GTM)** is the most reliable, accessible monthly periodical for the latest, most comprehensive information of product in the world of games and hobby supplies.

Packed with insider scoops, insightful reviews, designer diaries, and extensive overviews of upcoming product, plus exclusive excerpts, scenarios, and collectible inserts from your favorite games and manufacturers, there's no better monthly resource than **GTM** to tap into to feed your gaming needs!

GTM provides both retailer and consumer-friendly information on product from a broad spectrum of publishers and manufacturers slated for **release within a two- to three- month window from the publication date**. While there will be the occasional exception, if you find something you want in our January issue, you can expect to see it release in your Friendly Local Game Store (*FLGS*) in March or April.

The material in **GTM** is presented in a practical, handy format to empower you with the knowledge to make confident, more informed buying decisions. However, every issue of **GTM** is somebody's *first* issue, so we want to make this experience both easy and enjoyable for all.

Ready to roll? Here's what you'll discover within the pages of your friendly neighborhood Game Trade Magazine...

GAME TRADE MAGAZINE CONTENT

Each month, you will find content penned by your favorite manufacturers, tricks and tips from **GTM** contributors, and product reviews from gamers just like you. Here's the breakdown:

From the Editor/Foreword: In every issue you will find greetings and assorted musing from one of the members of the **GTM** Bullpen. Every now and then we will hide an "Easter Egg" in this section so be sure to give it a read!



Cover Story: Each month a different game or manufacturer gets top billing in GTM and this article is all about the awesome and incredible products or games you will find featured on our cover!

Features: Featured articles are contributions from the manufacturer and are selected by the GTM Bullpen as *especially* worth your time and consideration. Oftentimes, Featured articles are about key releases or expansions from fan-favorite manufacturers and publishers.





Spotlights: These are products that have released and are available at your FLGS or FLCS. Spotlight articles are authored by the manufacturers and often contain helpful hints, interesting back stories and more to help enhance your play experience.

Previews: These are articles directly from the manufacturers or publishers about all of the cool things they have coming down the pipeline. Products featured in these articles will often be the next HOT item to find in your FLGS or FLCS, so be sure to make a note so you won't miss out!





Designer Diaries: These articles are the ULTIMATE in the behind-the-scenes experience for games! Written by the designers themselves, **Designer Diaries** offer a sneak-peek into the minds of your favorite creators and are filled with insights,

funny anecdotes and all the challenges to be overcome in order to make your favorite games.

Reviews: Industry professionals and gaming enthusiasts offer playby-play commentary as they grab their dice, test-run a variety of board games, roleplaying systems and sourcebooks, and hobby accessories, and serve up no-nonsense, applicable advice and insight from their experience.



Exclusives: While virtually ALL of the content you'll find in GTM is exclusive to our pages, these articles are truly *only* found in Game Trade Magazine. Whether it be a heretofore unseen scenario for a fan-favorite game or an industry insider's tips and tricks, GTM Exclusives are a not-to-be-missed monthly resource!

Games Section: Here's a sneak peek at what's arriving — usually in 2-3 months — on your Friendly Local Game (FLGS) or Comic Store's (FLCS) shelves in the months to come, organized by manufacturer and game system. Each product listed in your GTM will include a brief description, a picture (when available!), the Alliance Game Distributors item code (for easy ordering at your FLGS!) and the price.

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HOW DO I ORDER FROM GAME TRADE MAGAZINE?

Did you see dice, miniatures, or games that capture your fancy that you'd like to purchase? Of course you did! But what do you do now? It's easy! Whether you dogear the applicable pages or you make a list - just tote along your copy of **GTM**, inform your FLGS (or FLCS), and they'll order it for you. It's really that simple!



And be sure to ask your retailer about any related in-store events for your favorite games and products!

GAME TRADE MAGAZINE LEGEND

Throughout each issue of **Game Trade Magazine** (**GTM**), you'll find a variety of terms that will help you in selecting items from the **Games Section**. Here's what they all mean!

FEATURED ITEM

Featured Item: Featured Items are often key releases or expansions for HOT products or lines. These products are selected by the **GTM** Bullpen and deemed as exceptional values for your play experience and inclusion among your ever-growing library of games!

OFFERED AGAIN

Offered Again: These products have been previously offered in GTM and are now available again. Did you miss it the first-time around? Here's your chance to get your copy!

SPETLIGHT ON

Spotlight On: These products have been deemed as not-to-bemissed by the **GTM** Bullpen and are highlighted to nab your attention. Be sure to check these items out!

PI or Please Inquire: Your FLGS or FLCS will set the price for all "Please Inquire" products. Be sure to check with your retailer for the price on these items. Otherwise the price listed will be the Manufacturer's/Suggested Retail Price (MSRP/SRP) for the product.

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AWILLIGH BUNDER UM

Twilight Imperium Fourth Edition

TI07 | \$149.95 | Available 4TH Quarter 2017

For two decades, Twilight Imperium has defined the essence of epic in board games.

Now, Fantasy Flight Games is proud to announce the next step in the game's tremendous legacy: *Twilight Imperium Fourth Edition*, a game of galactic conquest in which three to six players take on the role of one of seventeen factions vying for galactic domination through military might, political maneuvering, and economic bargaining.

A GALAXY DIVIDED

Players will attempt to score victory points by completing both public and secret objectives that will see each of their factions maneuvering ships around an expansive and diverse galaxy, trading goods and commodities for favors and promises, claiming planets for their resources and influence, and politically maneuvering their way to glory. The first faction to ten victory points wins the game, but this is easier said than done.

At the start of each game of *Twilight Imperium*, players begin by creating their own custom galaxy. Each player is dealt a "hand" of galaxy tiles and takes turns placing them one at a time around Mecatol Rex, the center of the galaxy, until three rings are created, with their respective home planets occupying the outermost ring. This creates a strategic element to the setup of *Twilight Imperium* and ensures that no two games will ever be the same.

At the start of every round, players will select one of eight strategy cards that both determine player order and give their owner a unique strategic action for that round. These may do anything from providing additional command tokens to allowing a player to control trade throughout the galaxy. After these roles are selected, players will take turns moving their fleets

from system to system, claiming new

planets for their empire, and engaging in warfare and trade with other factions. At the end of a turn, players gather in a grand council to pass new laws and agendas, changing the nature of the game in unpredictable ways.

Players then take turns performing actions, which can come in a number of ways. Primarily, they will be moving fleets throughout the galaxy using a limited supply of command tokens. Moving ships into an unoccupied system allows your transported infantry units to claim planets, which provide valuable resources and influence. If the system is occupied by another player, a battle will occur that will end in either utter destruction or retreat for one side. Instead of moving fleets, players may also use the actions provided by their strategy cards.

Every strategy card not only provides a primary ability for its owner, but a secondary ability for every other player, keeping them engaged even when it is not their turn. For example, the Leadership strategy card allows





GTM NOVEMBER 2017

will be revealed and more secret objectives will be dealt out, giving players dynamically changing goals throughout the game. Play continues until a player reaches ten victory points.

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Shutter: Shu

SHUTTERBUG: TITAN SERIES GAME

CLP 133PI | Available Q4 2017!

The year is 1917. The place is Cottingly, England. Two cousins, Elsie and Frances, surprise and awe the world with five pictures of honest-to-goodness fairies. Sir Arthur Conan Doyle, creator of the great detective Sherlock Holmes, publishes an article about the Cottingly Fairies in 1920 and uses these five photos in the article. This begins a period when the world is fascinated by cryptozoology and hungers to see more photos of these fascinating and fantastical creatures.

Not to be outdone, tabloids in America scramble to find photographic evidence of mythical creatures to sell papers. The year is now 1932; you are a photographer in the United States hired to build a portfolio of photos of mystical creatures roaming the countryside. You have eight days to crisscross the country, gather tips, snap photos, and put together your portfolio. Will your portfolio gain you fame and fortune? Play ShutterBug and find out!

Back in 2015, when putting the *Titans of Gaming* series together, Ray Wehrs (President, Calliope Games) was contemplating designers for the project. Having already worked with Mike Elliott on another Calliope design, Wehrs asked him if he would be interested in working on the Titan Series. "I'm not generally known for light play games... most of the games I create are fairly complicated," said Elliott. But, that didn't prevent him from thinking outside his wheelhouse. "A few years back I had the thought that I should try to do an entry level game like *Settlers of Catan* or *Ticket to Ride.*"



"Mike was excited to be a part of the project, along with Richard [Garfield] and Paul [Peterson]," said Wehrs. The initial design Elliott presented was strong, but ultimately too complex for the project. "We were very fortunate that Mike was willing to work with us and massage the game into a Calliope Games title," remarked Wehrs. "I asked him, 'What are the core elements of this design that are most important to you?" Once defined, Elliott got to work refining the game while maintaining his central concept: "The idea that I thought would be interesting is of something being generated and you had to go out and collect it."

Victory was switched from a set-point total to a fixed number of rounds, the number of player pieces was reduced from two to one, and the creature types were streamlined. The repopulation of the board after every player turn was tweaked to heighten the ever-changing feel of the board. The original theme cast players as pairs of Zookeepers, one who rescued animals and the other who transported them to the Zoos. The trading mechanic evolved, left the game, and then returned. "Overall, most of the changes were to make the game less complicated and I think it hit my original goal from years ago of being a nice entry level game to introduce new players to the core hobby



market," mused Elliott. "Mike did his game in his typical elaborate style and challenges," notes Wehrs. "Together, we made the core mechanics into a Calliope Game!"

As the development work was completed, Andrew Hepworth, Art Director for Calliope Games, began the art design process. He identified Char Reed as the artist for the project. "The process of finding an artist is never an easy one," admitted Hepworth. "With ShutterBug, the one name that everyone agreed was perfect for the job was Char Reed. Her creature creation skills immediately caught our collective eye and we were extremely happy when Char signed on to produce the art for ShutterBug. She put her heart and soul into the imagery and rose to every challenge we could dream up. The results speak for themselves and help make ShutterBug the incredible game experience that it is."

ShutterBug features a unique combination of set collection, card management, and exploration. The game is played over eight rounds. At the beginning of the game, each player receives a Secret Assignment card; it contains two competing requests for photos from rival tabloids. Each turn, the active player populates the board by drawing photo tiles from the bag and adding them until seven spaces contain creature photo tiles. The player now moves their photographer pawn around the board, drawing Tip cards, trading them with other players, and discarding specific ones to take photo tiles from spaces to add to their portfolio. Side Jobs may be completed by collecting specific sets of photos. At the end of the eighth round, each player chooses which tabloid from their Secret Assignment card to use, and gains points for completed requests. The player with the most points (Portfolio + Side Jobs + bonus points for ending the game in a City) wins!

ShutterBug by Mike Elliott is for 2-6 intrepid photographers and plays in 20 – 40 minutes. New players and seasoned gamers will enjoy the thematic card-play and set-collection aspect of the captivating, beautifully realized world of 1932. Fairies are real, along with Nibblefoot, Werebeasts, Skystallions, and Thunderfangs! Grab your camera and snap the myth!



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ICONS OF THE RENUMS

CLASSIC CREATURES

D&D ICONS OF THE REALM: CLASSIC CREATURES BOXED SET

WZK 82980 \$79.99 | Available November 2017!

A classic adventure awaits in the Forgotten Realms this coming November with the release of the D&D Icons of the Realms: Classic Creatures Box Set! WizKids, in partnership with Wizards of the Coast, brings to life nine reimagined iconic creature miniatures ripped from the pages of the Dungeons & Dragons 1st Edition Monster Manual.

These nostalgic miniatures will take you back to those original Dungeons & Dragons adventures while surprising you with their updated looks. Embark on an adventure as if it was your first time exploring the lands and dungeons of the Forgotten Realms. Before you set off to save the world, familiarize yourself with these dangerous creatures so you're prepared when you encounter them on your epic journey.

In the black depths of the ocean lies an ally to the sharks known as the sahuagin. Be wary, for there are two types of sahuagin, one that specializes in casting spells and another that revels in the slaughter caused by its mastery of spear and dagger. Like sharks, these mutants of the sea are frenzied by the scent of fresh blood and take pride in going on hunting parties, sparing no one in their way. Nothing in the shallow parts of the ocean, not even a coastal shore, is safe from these "sea devils." Sahuagin have shark telepathy, giving them the ability to command any shark within range. Combining this with their unnatural ability to breathe underwater (and on land) means your adventuring party won't know from which way danger comes!

When spending time in the Underdark, a formidable creature lurks. If you're not mindful of your every move and careful how much sound you make, the purple worm will quickly catch you off guard. Towering over puny humanoids, purple worms prefer to burrow in mountainous regions where they chew through solid rock, searching for prey to terrorize (and feast upon!). Make no mistake, this iconic monster will make any creature into a snack. But, be wary, and wise — use the purple worm's vast network of tunnels your advantage. The purple worm included in the Classic Creatures Box Set towers over 4-inches tall.

Next up is the troll! Often used as a mercenary (or fodder) for other races like ogres, trolls are not to be trifled with. If a troll's skin is slashed or a bone broken, they become enraged! And,

watch in terror as they quickly heal their wounds! However, you might be surprised to find a common cause, as trolls have been known to work for rations and treasure.

Just like trolls, beware of this brutish beast, renowned for its short-temper. An angry ogre will smash everything (and anyone) in its presence until there's nothing left for it to destroy! Gold, silver, and other sparkly trinkets capture its favorable eye, though, and such tokens might gain an ogre's trust (or ire!).

Once the sun has completely set, you might think your troubles are over as you rest by the warm glow of a campfire. But, not if there's an owlbear nearby! Listen carefully and heed their hoots and screeches throughout the darkest hours. Not only can they see in the dark, their sense of smell will draw them to your



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campsite to feast. Be cautious if you set off after them; owlbears like to tempt their prey by storing a half-eaten carcass near their den.

Last, but certainly not least, there's the Demogorgon. The 'Prince of the Demons' isn't easy to miss (or forget) and will strike fear into the stoutest of hearts. This two-headed monstrosity can incapacitate its opponent with a magical gaze causing madness, or rip them to shreds! Similar to the purple worm, the Demogorgon miniature featured in the Classic Creatures Box Set stands at an imposing 4-inches tall.

While supplies last, receive an additional gift with purchase from participating retailers: a 2-inch Demogorgon that harkens back to the classic pose and size of the Demogorgon miniature that has become world-famous on TV.

No Adventurer is safe this fall! The Classic Creatures Box Set will take you and your party on a wistful journey to the past. Be sure to pick up this nostalgic set at your Friendly Local Game Store and for more information, visit **WizKids.com**.

• • •

STAR WARS MINI/ATURES GAME



M12-L KIMOGILA FIGHTER EXPANSION PACK SWX70 | \$19.95 PHANTOM II EXPANSION PACK SWX72 | \$14.95 ALPHA-CLASS STAR WING EXPANSION PACK SWX69 | \$14.95

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LEE MOYER

CURSED COURT

Available October 2017! ATG 1400 \$49.95 |

Designing a game is a journey. It starts with a spark, a catalyst. For Cursed Court, it was playing a prototype of a poker-like game that used the Fibonacci sequence. It reminded me how much I like Texas Hold 'Em. I love the interpersonal challenge of trying to read, understand, and predict people. I also love the accessibility. It's a game I can get my non-gamer friends to play.

I was also reminded of my biggest problem with Texas Hold 'Em: It's nearly impossible to get people to take it seriously without money. The game simply isn't engaging without an external motivation. I think the biggest factor is that players must fold a lot to play well,

which robs the game of drama.

So I set out to create my own game. I set my sights on a design that didn't push good players toward folding. I started with a small deck of 13 suitless cards and said the highest card wins. I then gave the lower value cards special powers to increase their chances of winning. I tried a lot of different powers. I made Merchants that were stronger if multiple copies were in play. I tried an Assassin that would win if only two players were left. There was even a Priestess that would make the lowest card win the hand.

That version succeeded at increasing the odds of winning with any

given hand. It also succeeded at teaching me a very important lesson: The harder it is for you to judge the strength of your hand, the harder it is for you to wager well. In other words, the closer I got the possible hands to an even win rate, the less interesting the betting became.

It became clear that wasn't going to work. The goal I had set out with was fundamentally at odds with the rest of the game. Fixing it took two large leaps of faith. The first was to replace a fundamental aspect of poker, the ranking of the hands. If you think about poker hands,

they're really just a complicated set-collecting game with unbalanced odds. I wanted something more balanced. I found it in a tic-tac-toe grid. I drew up a little diagram with the cards arranged in a 3x3 grid, and I told players to forget normal poker hands and instead try to

collect three cards that would form a line. Players clearly found a glimmer of potential in this new 'Frankenstein' of a game. But much like most

amalgamations, it had some grave problems, serious enough that I needed a second leap to make any more progress. That progress started with removing the numbers on the cards. I also enlarged the 3x3 grid to make it big enough to allow players

to place bids on myriad different combinations of cards, a little bit like roulette.





Game Designer ANDREW HANSON

To make that fun I needed to make one minor tweak to the scoring of a hand. Rather than only being able to create a hand out of your own private cards and the community cards, I changed it so you can use anyone's private cards. This added a whole new aspect of deduction. You now had to guess what cards other players had based on how they bet.

Even with the core deduction on the 3x3 grid, there were still a lot of missing pieces. How should bidding work? Could you share spots, or bump players off? Was scoring winner-take-all, or did players split the pot?

What if you didn't have enough money to bid on the location you wanted? These questions all took many iterations to work out, and they left many good variants that are now in the back of the rulebook. And while figuring those out was fun, I still marvel at how far the game came from its original spark of an idea. The original poker-like version of the

> game served as the phoenix that had to die and be reborn before the final version of Cursed Court could take flight.

> > Andrew Hanson is co-founder and lead designer of PerBlue Entertainment. He lives in Madison, Wisconsin where he is highly active in the local board game design community. Find him online at @patheros and patheros.com.









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STARFINDER MINIATURES



STARFINDER MINIATURES: CORPSE FLEET SET 1

NJD 060301\$35.99 | Available October 2017!

Humanity's homeworld, Golarion, has disappeared. All knowledge of how and why this has happened has been lost in a multiverse-wide amnesia known only as The Gap. Artificial intelligence has risen to godhood and created faster-than-light travel. Magic exists side-by-side with technology in a universe driven by the great mystery of Golarion's loss. This is the setting of mystery and magic in Paizo's science-fantasy roleplaying game, *Starfinder*.

This world is being brought to vivid life with two new lines of starship and character miniatures designed and created by Ninja Division Publishing. For the serious hobbyist, a line of highly-detailed resin miniatures have been developed. Showcased at Gencon 2017 to great acclaim, these eight miniatures represent the Iconic forces of the *Starfinder* world and are the first in an impressive array of miniatures coming from Ninja Division.

The second line of miniatures are for players who want to leap into the game with a collection of pre-painted characters and ships. This collection is introduced with two sets of Iconic heroes ready to explore the mysteries of the *Starfinder* universe, as well as two sets of ships, the *Pact Worlds Fleet* and the *Corpse Fleet*.

Ninja Division Creative Director John Cadice commented, "Ninja Division has been working hard with Paizo to create a line of pre-painted miniatures for gamers. We're both passionate fans of miniatures and of Paizo's fantastic RPG worlds. Starfinder hasn't disappointed in the richness of the races and designs we get to help bring to life for players."

Starfinder Creative Director James L.Sutter said, "The sculpts that Ninja Division have been creating for both characters and starships have been blowing our minds with their artistry and obvious love of the genre. I'm especially excited about the ships — I can't wait to see the looks on my players' faces the first time I pull out a bunch of the starship miniatures for a space battle!"

STARFINDER MINIATURES: ICONIC HEROES SET 1

NJD 060101\$39.99 | Available October 2017!

STARFINDER MINIATURES: PACT WORLDS FLEET SET 1

NJD 060201\$35.99 | Available October 2017!



This balance of mystery and familiarity sets the tone for Starfinder. It's also part of the reason for the disappearance of Golarion and the advent of The Gap, a period of collective, galaxy-wide amnesia in which historical documents are unreliable and even those who

lived through the events can't recall them.

"It's a challenge to simultaneously produce two games when one of them is set in the other's future," says Sutter. "We want to be able to call back to Pathfinder, but we don't want players of both games to page through Starfinder's setting material and say, 'Oh, hey, it looks like that Pathfinder adventure we're playing doesn't matter, because that whole nation blows up in twenty years anyway.' By having the Gap as an enforced period of mystery between modern-day Pathfinder and Starfinder, we can help divorce the two games and keep them from stepping on each other's toes."

While Starfinder is a standalone game, the rules system will be relatively familiar to Pathfinder players and fans of similar games. "We're calling it 'conceptually compatible,'" Sutter says. "Starfinder is its own game, but if you know how to play Pathfinder, you should be able to jump right in and learn it easily. Plus, while it's not fully backward compatible, we wanted to make sure that monsters from Pathfinder could be dropped into a Starfinder campaign with on-the-fly conversion. So, Game Masters with a vast library of Pathfinder Bestiaries will find them very useful in Starfinder."

One major change is *Starfinder's* inclusion of a robust system of starship combat rules. Players' starships can be customized, modified, and upgraded as their party advances, and every player takes on a different and vital role within starship combat,

making sure that everyone is involved in the fight.

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GAME BY ERIC M. LANG T BY ADRIAN SMITH

RISING

FINDING HONOR IN WAR

RISING SUN

COL RSU001 \$99.99

Available Q1 2018!

The ancient and powerful Kami have grown displeased with the rule of man. The Shoguns of Japan have brought dishonor to the land, leading their people away from the righteous path. The time has come for a return to the old ways, and Kami have risen from the underworld to restore order and honor to Japan. They have gathered the mighty Clans from across the island and tasked them with returning the nation to the traditional ways. Each Clan has their own spiritual beliefs, tied into the history and nature of Japan. However, no Clan can take control on their own. Alliances will be formed and broken, battles will be waged, and leaders will have to exercise diplomacy as well as strength. The battle for Japan has begun! When the sun rises in the east, only one clan will be victorious in Rising Sun!

In Rising Sun, designer Eric M. Lang has reunited the creative team behind his Viking epic, Blood Rage. Players take control of different clans and work to restore honor to Japan and rebuild it in their vision. Each Clan is led by a Daimyo, gains spiritual guidance from their Shintos, and relies on their Bushi for loyal service. The game takes place over the course of a year, with three different Seasons of actions, and a final scoring Season.



Each Clan holds beliefs tied to the mythological nature of Japan, and draws strength from those beliefs. For example, the Dragonfly Clan moves swiftly and silently, able to appear anywhere on the board. Meanwhile, the Turtle Clan has hard-exterior strongholds that are worth one force in battles and can be moved across the countryside.

Although players lead Clans locked in a war for the fate of Feudal Japan, Honor still plays a key role in their decisions. Each Clan has a starting position on the Honor track. The different paths they choose to follow can cause them to gain or lose Honor, moving them up or down on the track. Whether resolving who has paid the most tribute to the gods, or determining the outcome to a battle, ties are always awarded to the Clan with the most Honor. Retaining that Honor can be critical. However, the temptation to follow more underhanded paths can be quite strong.

GTM NOVEMBER 2017



Seasons begin with a Tea Ceremony where alliances can be formed for the round. Players can acquire powerful benefits by joining forces with another Clan, but going out on their own offers some enticing options as well.

The Political phase is where a lot of the positioning and negotiations take place in preparation for war. During Mandate turns, the active player selects the Political Mandate for the round. Everyone gets to perform the action, but the active player and their allies get an extra bonus. Political Mandates include recruiting more troops to the board, moving forces around the country, acquiring special abilities or Monsters, reaping the harvest of the land, and even betraying the people who have come to trust you.

Between Mandate turns, players seek the favor of the gods with Kami turns. Four different Shrine tiles are selected at the start of the game, each with their own associated Kami. Whenever a player recruits a Shinto to the board, they can be added to the map of Japan to join the fighting, or climb the mountain to pray at one of the Shrines. There are three Kami turns during the Political Phase, where the most pious players will receive a benefit from each of the Kami in play. The player with the most Shinto at a Shrine earns the bonus.

Throughout the course of the game, players will be able to acquire legendary Monsters from Japanese mythology that will join their cause and fight at their side. These horrific and beautiful creatures, like the Oni of Souls, the Komainu, and the Yurei, are represented by highly detailed figures. Their presence will make even the bravest warriors think twice about entering a territory. Once a Monster has been recruited by a player, they will remain loyal to them throughout the game. Even if they fall in battle, they can be redeployed under the same banner later in the game.

At the end of each Season, war rages across Japan. The regions where battles will take place are revealed at the start of the Season, so players have time to amass their troops or get out of the way. Like most aspects of *Rising Sun*, the battle system is unique and honorable. It costs money to fight a war, so players will have to invest it if they want to come out on top. During the Political phase, players have a chance to add to their coffers and recruit Ronin (mercenaries that will

fight at their side) for a price. Before a battle takes place, everyone involved must announce how much money and how many Ronin they have. Players then secretly allocate their finances on four different War Advantages. Winning the bid on the Advantage allows players to execute the action, ranging from committing Seppuku with all your forces, which gains you points and Honor for each soldier killed, to taking enemies hostage, to hiring Ronin to fight your battles for you.

The winner of any given conflict is determined by how much Force a player has in the Province. The weaker army is wiped off the map, but it's not a total loss. The winner of the battle must pay reparations to the losing Clan or Clans, giving them all the coins they bid. Sometimes losing a fight will allow a player to win the larger war.

A battle is only as important as the tale that is told about it. The final War Advantage to be awarded is Imperial Poets. Once the battle ends, the player that won the Imperial Poets Advantage earns one Victory Point for each figure that was killed there.

As the Seasons change, alliances come to an end, Shintos return from the Shrines, and the new Provinces where battles will take place are revealed. Through Spring, Summer, and Autumn, the struggle for control of Japan continues. In Winter, there is a final scoring with end of the game Victory Points being awarded. The Clan that manages to score the most Victory Points wins the game. Peace and civility are restored to Japan, and the Kami return to the underworld. Rising Sun is a balance between diplomacy and aggression. Players are tasked with creating a new future appan while honoring the old traditions. Only a leader

for Japan while honoring the old traditions. Only a leader that can walk the thin line between war and friendship will be victorious.

Rising Sun will be available in your FLGS Q1 2018.

Sean Jacquemain is a Content Producer for CMON, and Managing Editor and photographer of The Daily Worker Placement blog. He lives in Toronto, where he worked as a Game Guru and Manager at Snakes and Lattes Game Cafe.



GTM NOVEMBER 2017 21





PIE TOWN

RGS 00583 \$45.00 | Available November 2017!

Welcome to *Pie Town*, an imaginary little community that only has one industry: baking amazing pies! A town 100% devoted to the art of pies sounds idyllic, but life for those running the pie shops must be uniquely challenging. How does your business stand out if you sell

pies just like everyone else? Just how far will little Mom & Pop pie shops go to get a competitive edge? Having a secret recipe that is coveted by customers will be a big advantage, but it can't be easy to keep a secret in such a small town.

There are two stand out mechanics in this pie-based, economic simulation: dice workers that change throughout the game and hidden information as your greatest source of victory points.

WORKER PLACEMENT WITH DICE

Typical worker placement games give players one set of choices: where do I place my workers? By adding to the workers "levels" that change their effectiveness over the course of the game, the players now have a deeper choice to make: where do I place my workers and which workers are going where? Now an open action space is no longer an obvious, uninteresting choice, but a puzzle that invites players to consider each individual worker they and their opponents have at their disposal. Sending a weak worker to the Orchard may be a good choice to level them up, but they'll be able to collect fewer Ingredients than a higher level worker.

The worker dice that change throughout the game are also designed to address a number of core issues with worker placement

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games. A running joke in the hobby board game community is to find how to get more workers and just do that as fast as you can no matter what. That doesn't make for interesting strategy. When hiring new workers in *Pie Town* there's a real decision to be made, because new workers begin at the lowest level and the worker doing the hiring is dropped a couple of levels. This means players must choose between many weak, less effective workers or a few powerful, more effective workers. Add to that the danger of a weak worker being spied on for their Secret Recipe and blindly getting more workers doesn't sound like an obvious strategy anymore.

Another new spin that dice-based workers adds to *Pie Town* is that action spaces can be multidimensional. Not only do the levels of the workers change how effective that action is, but different actions can either add or remove levels to the dice, shaping each player's workers depending on what actions they want to use. Getting stronger and

stronger workers is a satisfying power ramp, but choosing when to slow that growth for advantages elsewhere is a tough, but very interesting choice.

HIDDEN INFORMATION IN A EURO-STYLE STRATEGY GAME

The hidden information element of Secret Recipes makes for very

interesting dynamics between players. While each player's Secret Recipe pie is the most valuable pie they can bake, once you've figured out someone else's Secret Recipe, you can start baking it, too, denying them the Ingredients they need, filling up the queue of Secret Recipe Pies to be sold, and keeping your Secret Recipe safe. The importance of not giving up this advantage provides serious tension to the game, and brings a baker's dozen of strategic questions to the table: do players send their strongest worker out first to scoop up a ton of Ingredients, or hold them back to try to spy on another player? If you only have a weak worker left but you really need those Ingredients, are you willing to risk sending them out in the Orchard if that first player is still holding back their strongest worker to spy on you? Do you bake a lot of valuable Secret Recipe pies and risk giving too much information to the other players about what Ingredients you are using? Do you play it safe and bake less valuable pies to protect your Secret Recipe?

Most euro-style, worker placement games rely on complicated systems to provide players with uncertainty and interesting interactions. Pie Town, instead, gives each player a Secret Recipe that's hidden from the other players and is the fastest way to get Victory Points. This opens players up to conceal, deceive, and

spy on each other in ways most euro-style games can't. It also injects an exciting tension to the game as players must be very strategic in how they manage their workers to protect their Secret Recipe from other players.

Now's your chance to become the best bakery in town! Manage your workers, collect fresh ingredients, and watch out for your sneaky neighbors in *Pie Town: Lies, Spies, and Apple Pies!*

Daniel Fremgen is a game designer based in San Diego, CA. Daniel started designing games with odd themes and meaty mechanics to trick his friends into playing heavy euro-games with him. He has a day job in the biotech industry, enjoys traveling the world with his wife, and can be found on Twitter at @PobevGames.



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LORE OF THE GODS
PERPG EDITION

Description



LORE OF HE GODS

PATHFINDER RPG: LORE OF THE GODS

S2P DWG5100......\$49.99

Available Q3, 2017!

Lore of the Gods: PFRPG Edition is a book that harkens back to the earlier days of roleplaying when Deities & Demigods was first published. Instead of only having a single pantheon to work with, players and GMs now had many options from real world mythologies. Now, over 30 years later, real world mythologies are again presented as a tool for the Pathfinder Roleplaying Game. With Lore of the Gods, DragonWing Games has taken Egyptian, Greek, Mesopotamian, and Norse pantheons and given them a proper treatment so that players and GMs alike will find something useful for their campaigns. Lore of the Gods: PFRPG Edition is similar to the original Deities & Demigods with one huge exception. You won't find any stats for the deities. DragonWing Games has taken the stance that deities cannot be killed by characters, so no stats are necessary. Instead, these deities give a minute amount of their power to Avatars (who do have stats) so they may interact with the player characters on rare occasions.

Lore of the Gods is a tool designed to be inserted into any sandbox campaign that utilizes the *Pathfinder* rules. The information will even work seamlessly in Golarion (the default *Pathfinder* setting). Anyone who has an even casual interest in mythology will appreciate the information contained in these pages. Lore of the Gods focuses on the four main pantheons, each broken down individually by chapters with prominent deities (as well as some lesser known) outlined.

In addition to profiling a deity and giving it life (so to speak), Lore of the Gods examines the known artifacts and magic items associated with specific deities (yes, Mjoinir is included), base and prestige classes that have their foundations based in mythologies, clerical domains and spells that are relevant to specific deities, and monsters and creatures pulled straight from the tales and odysseys rooted in mythology.

This sourcebook is, literally, a product over 15 years in the making! In its infancy, it began as individualized pantheon electronic releases, then combined and expanded upon for the revised 3.5 Edition of Dungeons & Dragons and released during Gen Con at the precise time that Wizards of the Coast announced 4th Edition (talk about bad timing). Now, we've revised and expanded it even more for the Pathfinder Roleplaying Game. It's truly been a labor of love, blood, sweat, and tears. Early feedback and preorders are already confirms what we've suspected all along — Lore of the Gods is epic! Because of that, we've commissioned Lore of the Gods, Volume 2: Eastern Mythologies, which will cover mythologies from the Orient and India. Tentative release will be Q2, 2018.

Steve Creech is a veteran writer, editor and publisher of over 25 books since 2001, many of which were published by Bastion Press. He formed DragonWing Games in 2002 as a way of doing small projects that would fit a specific niche not serviced by larger publishers. When not being tortured by two ferocious beasts (aka cats named Bella and Lily) at home, he spends his free time being loved by his wonderful and very understanding wife (Kim) and genius-level daughter (Steph).

YOU ARE THE WARMEST PLACE TO HIDE...



An alien lifeform has infiltrated a bleak and desolate Antarctic research station, assimilating other organisms and then imitating them. In the hidden identity game **The Thing™ Infection at Outpost 31**, you will relive John Carpenter's sci-ficult classic in a race to discover who among the team has been infected by this heinous lifeform.









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Roll to battle The Thing as you work to clear the Outpost



RRYGUN

SPECIAL ABILITIES

Acid Healing (Ex) Whenever a greater avatar of Geb is subjected to a damage dealing acid effect, it is instead healed the amount of damage the effect would cause, and the avatar is hasted (as the spell) for 1 minute.

MORUS (GREATER DEITY)

God of the Heavens; God of the Sky; God of Kingship; Lord of the Two Lands; The Uniter

Deity Symbols: Falcon, hawk, bull, double crown, winged disk, sphinx, iron weapons

Alignment: Lawful Good

Portfolio: Kingship, pharaonic authority, righteous justice,

duty, purity

Domain: Good, Heaven, Law, Strength, Weather

True Form: Horus' true form is that of a human male with a falcon's head upon which rests the double crown of Egypt;

he frequently carries a mace and bow

Avatar Form: Same as above

Other Manifestations: Falcon, falcon headed crocodile Allies: Amon, auran creatures, Isis, Osiris, Ra, sphinxes

Foes: Set

Racial Preferences: Any

Sacred Items: Double crown of Egypt, iron weapons

Sacred Animals: Falcon, hawk, bull Sacred Plants: Lotus blossom Sacred Minerals: Iron, turquoise

Divine Artifacts: The Eye of Horus (amulet)

Mythology: The pedigree of Horus is obscured in legend and mortal embellishment. There are at least 15 versions of Horus' birth and parentage, each a reflection of that region's motivations and aspirations. These legends can be collectively grouped into two camps. The first is a solar group where Horus is the son of Amon, Ra, Geb, or Nut. The solar Horus is the embodiment of the sun's purity and blessing, and the antithesis of that which is hidden or obscured. The other group is Osirian, where Horus is the offspring of Isis and Osiris and the epitome of a dutiful son.

The truth lies in the middle. Horus is indeed the son of Isis and Osiris, but such was his beauty and virtue when he was born that he was blessed by Amon, Ra, Geb, and Nut, given aspects of those potent deities that has placed the falcon god at the fore of mortal adoration and set the stage for the telling events fated to him.

When Horus was a baby, his father Osiris was killed by Set in a fit of jealously. Aware of their peril, Isis hid Horus and herself in the papyrus reeds of the Nile delta. There they remained until Horus grew to maturity, upon which he went to war with Set to reclaim his father's crown and kingdom and to enact vengeance on the Red One. Their battles raged for a long time. Once Set blinded Horus by taking out his eye and tearing it to bits, but Thoth, the god of wisdom, managed to heal the falcon god's eye. Eventually, Horus prevailed and avenged his father's death by castrating his evil uncle, and driving him into the desert.

This facet of restoring the authority to a rightful ruler is seen of a mandate for the pharaonic system of kingship. This connection is so intense that pharaohs are considered his earthly manifestation and usually take the falcon god's name in some form.

Main Tenets of the Faith: Worshippers of Horus believe in the divine status of a pharaoh and strive to ensure his rule, provided the rule of that pharaoh is just and conforms to the general dictates of law and virtue. Law and virtue is usually interpreted as being dutiful in the state veneration of the myriad gods associated with maintaining the health of Egypt. Only in extreme circumstances do the clergy of the falcon god move contrary to the wishes of the seated pharaoh, and then only under the guise of cooperation.

Location of the Faith: The worship of Horus is universal throughout Egypt, with smaller temples and shrines found in nearly every reasonably sized settlement. Larger temple complexes are found in Heliopolis, Edfu, and the delta city of Pe.

Sects: While at least 15 different versions of Horus' ancestry exist, they are not sects per se, but rather slight, cosmetic variances that have no true impact on the core of Horus' worship.

Responsibilities of the Clergy: The priests of Horus



The Lare of the gods-

are charged with maintaining the sanctity of a pharaoh's rule. They do this by purifying the ruler every sunrise and sunset through a simplistic ritual that requires the sprinkling of Nile water on the pharaoh during the first or last rays of the sun. The clergy of the falcon god are also responsible for preserving the eternal flame kept in the pharaoh's residence, which is seen as a unification of Horus' aspects as a solar and Osirian god.

Rights of the Clergy: The priests of Horus function as the judiciary of Egypt, enacting justice and punishment on lawbreakers. They are assigned to temple complexes or village commons, often traveling a circuit that can take up to several months to complete. Being some of the wisest persons of influence in a pharaoh's bureaucracy, priests of Horus are normally free to interpret law, determine fault, and endorse penalties.

Restrictions of the Clergy: A priest convicted of a grave crime against someone of lesser social rank is stripped of his priestly privileges and has his right hand severed. A priest convicted of a grave offense against someone of similar or greater rank is executed by immolation. Priests of Horus must also never harm a falcon or hawk, even by accident. Doing so is considered a grave offense directed at the residing pharaoh.

Rituals: The celebrants of Horus perform a number of rituals, each directed towards preserving the reign of the sitting pharaoh. These rites are normally performed at sunrise and sunset and use blessed Nile water and burnt aromatics.

Vestments: Whenever functioning in an official capacity, priests of Horus wear white robes and an eye of Horus amulet. In their right hand is a mace and in their left an arrow, signifying their role as defender against and arbitrator for the wicked.

Horus' Path of the Devout

Devout Classes: Cleric, fighter, inquisitor, paladin, and warpriest.

Devout Alignments: LG, NG, LN Favored Weapon: heavy mace

Devout Oath: A worshipper of Horus must swear not to harm a falcon or hawk for any reason, nor may he allow one to come to harm by another's actions. A devout worshipper of Horus must also swear to uphold the law of the pharaoh and to inform the regional authority of any wrongdoing.

Devout Benefits: A devout worshipper of Horus gains a +2 circumstance bonus to all skill rolls made in the determination or implementation of justice, no matter how trivial.

Greater Avatar of Horus XP 314,880,000

CR 40

LG Medium outsider (avatar, good, lawful, native)

Init +20; Senses darkvision 120 ft., low-light vision, avatar senses; Perception +50

Aura fated (1 mile, +4 AC and saves), ordered presence (1 mile)

DEFENSE

AC 55, touch 39, flat-footed 38 (+12 deflection, +32 Dex, +1

dodge, +8 luck, +16 natural, +7 shield)

hp 1,040 (40d10+640)

Fort +46, Ref +62, Will +37

Defensive Abilities avatar traits, fated, rejuvenation; DR 25/—; Immune acid, chaos, cold, electricity, evil, fire, sonic; SR 51

OFFENSE

Speed 60 ft.

Melee *Perceiver of Truth* +106/+106/+101/+96/+91 (1d8+65/19-20)

Ranged Piercer of the Wicked +78/+73/+68/+63 (1d6+65/19-20/x3 plus 2d8 sonic) or Piercer of the Wicked +76/+76/+71/+66/+61 (1d6+65/19-20/x3 plus 2d8 sonic) or 2 heavenly fires +72 touch (20d6, DC 72) or 2 storm burst +72 touch (100d6 plus bull rush)

Special Attacks axiomatic strike, holy strike, lightning lord, purify the soul (DC 72)

Spell-Like Abilities (CL 40th; concentration +100)

At will – align weapon (good or law, DC 54), blade barrier (DC 58), bless, bull's strength (DC 54), call lightning (DC 55), clenched fist, commune, consecrate, control weather, control winds (DC 57), crushing hand, daylight, dictum (DC 59), dispel chaos/evil (DC 57), enlarge person (DC 53), fog cloud, grasping hand, heavenly blessing (DC 58), hold monster (DC 57), holy aura (DC 60), holy smite (DC 56), holy sword (DC 56), holy word (DC 59), ice storm, magic circle against chaos/evil (DC 55), magic vestment (DC 55), obscuring mist, order's wrath (DC 56), protection from chaos/evil (DC 53), purge of might (DC 61), righteous might, shield of law (DC 60), sleet storm, spell immunity (DC 56), stoneskin (DC 57), storm of vengeance (DC 61), summon monster IX (good or law), whirlwind (DC 60)

STATISTICS

Str 131, Dex 74, Con 42, Int 23, Wis 25, Cha 49

Base Atk +40; CMB +100 (+104 disarm, sunder); CMD 155 (157 vs disarm, sunder)

Feats Cleave, Combat Expertise, Combat Reflexes, Critical Focus, Dodge, Far Shot, Great Cleave, Greater Disarm, Greater Sunder, Improved Critical (heavy mace, shortbow), Improved Disarm, Improved Initiative, Improved Precise Shot, Improved Sunder, Mobility, Mounted Archery, Mounted Combat, Pinpoint Targeting, Point-Blank Shot, Power Attack, Precise Shot, Rapid Shot, Shot on the Run, Spring Attack, Staggering Critical, Stunning Critical, Weapon Focus (heavy mace, shortbow), Whirlwind Attack

Skills Strength +103, Dexterity +75, Intelligence +49, Wisdom +50, Charisma +62

Languages Abyssal, Celestial, Common, Draconic, Infernal; truespeech

SQ domains (good, heaven, law, strength, weather), might of the gods +40, strength surge (60, +70)

ECOLOGY

Environment any

Organization retinue (Greater Avatar of Horus plus ten falcon-headed solars)

Treasure special (Eye of Horus, Bulwark of Justice [+5 heavy fortification heavy steel shield], Perceiver of Truth [+5 axiomatic evil outsider bane speed heavy mace], Piercer of the Wicked [+5 brilliant energy distance keen thundering composite (+ Str) shortbow], belt of giant strength +6,



WARHAMMER UNDERWORLDS: SHADESPIRE

Due for release in October 2017, Warhammer Underworlds: Shadespire is the ultimate competitive miniatures game — a fast-paced game of arena combat for 2-4 players set in the world of Warhammer Age of Sigmar.

The core box set for Warhammer Underworlds: Shadespire contains two double-sided game boards, two sets of Citadel pushfit miniatures, and three decks of cards, as well as gaming tokens and custom gameplay dice, which enables a full 2-player gaming experience straight out of the box (3 or 4 player games require a second core set). The miniatures (Stormcast Eternals Liberators and Khorne Bloodreavers) are pre-colored red and blue, and despite their dynamic posing, require no glue and are quick and easy to assemble.

This brand-new, standalone board game is designed for balanced, small-scale tactical games that can be played quickly and easily by anyone. The game rules are designed with competitive play in mind, so they're easy to learn, whilst being difficult to master, even for experienced players. Each game consists of three rounds, with each round lasting under 15-minutes. As games are played on the boards, they take less space than miniature games usually do (and require no scenery) and, thus, are ideal for in-store club and tournament play. Expansions and organized play support are already in design and scheduled for early release.



Winning the game requires glory points, which are earned by eliminating your opponents and achieving objectives. Glory points can also be spent, allowing you to play fiendish tricks or outstanding feats of heroics. A game is played between two, three, or four players, and each brings a game board of their choice to the table. The boards are printed with hexes, so no need for tape measures or other measuring instruments, and are designed to make set-up both easy and precise. Indeed, which board (and which side of that board) you select is a tactical choice, as the variations allow a bold player to choose and place their board with their heroes close to the enemy, whereas a more cautious player can keep their warband back, close to objectives and defended by obstacles.

The game is played using specific dice and card decks, and these will, to an extent, be unique to each faction (which is known



as a 'warband'). The D6 dice come in both attack and defense forms, making them simple to use, but allowing numerous combinations with individual characters and cards available in the game. The decks consist of two types of cards, the first being objectives and range holding from specific areas, through completing various tasks or engaging attacks. The second deck is made up of powers, upgrades, and cunning ruses that can take effect during the game, such as

allowing you to swap positions of fighters or upgrading attacks.

Both decks of cards are fully customizable, meaning you can choose to create all manner of combinations of overlapping abilities to use and objectives to achieve. This is a rewarding aspect of *Shadespire* and means that even the same faction can be played in wildly different ways. We are expecting to see all sorts of combinations tried out at game stores, clubs, and in tournaments. The combination of the deck-construction mechanics and multiple factions makes this a game that will be simple to learn, but offers near limitless tactical challenge and replayability. Upon opening the box, you get two pre-constructed decks to make the first game run smoothly, and a third deck which contains a mix of new cards with more tactical options to try out after the initial game.

Over the coming months, there will be expansions, which will allow players to expand their card decks, making them even more customizable and tactical. Each expansion will include miniatures, of course, but also faction and non-faction cards that any warband can use to try new combinations.

Mere weeks after Shadespire's release in November, the new Deathrattle Sepulchral Guard will enter the field of battle! This warband plays in a unique way. With numbers on their side against most opponents, they lack the furious damage output of the Bloodbound, or the resilience of the Stormcast Eternals. Instead, this Deathrattle force favors a player with a measured, strategic approach to battle. They have plenty of tricks up their ragged sleeves to tip a combat in their favor, chief among them being the Sepulchral Warden's ability to inspire and bolster the other warriors around him.

Made in Great Britain to the highest standards you've come to expect from the world's leading miniature games company, this exciting, fast-paced, tactical game launches October 21st.

•••

28

ALLIANCE GAME DISTRIBUTORS

IGHT ON



GAME TRADE MAGAZINE #215

GTM contains articles on gameplay, previews and reviews, game related fiction, and self contained games and game modules, along with solicitation information on upcoming game and hobby supply releases. GTM 215\$3.99

ART FROM PREVIOUS ISSUE

ATLAS GAMES

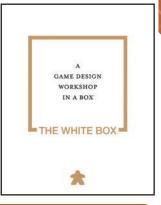
SQUIRREL OR DIE

Squirrel life isn't all nuts and games! Do you have what it takes to endure winter as a squirrel? In Squirrel or Die, you're a backyard squirrel trying to outwit your opponents for the ultimate prize - Life! Scheduled to ship in October 2017.

THE WHITE BOX

Learn! Plan! Prototype! They say everyone has a game inside them. A learning, planning, and prototyping tool, *The White Box* helps aspiring game designers and publishers get the games out of their heads and onto the table. Inside you'll find The White Box Essays, a book of 25 essays on game design and production, as well as a ton of components to get you designing right away from cubes and meeples, to dice, discs, and chits. Scheduled to ship in October 2017.

ATG 2903\$29.95



ASMODEE EDITIONS

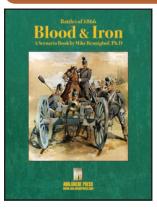
BREAKING BAD: THE BOARD GAME

Based on the criticallyacclaimed TV series, Breaking Bad: The Board Game propels you into the treacherous underbelly of Albuquerque, New Mexico. Will you play as a member of one of the criminal factions (Heisenberg, Los Pollos Hermanos, or the Juarez Cartel) trying to amass a fortune by manufacturing the biggest stash of Blue Sky while eliminating your rivals? Or, will you join the ranks of the Drug



Enforcement Administration, ready to slap the cuffs on the lawbreakers who would dare peddle their poison in your city? Be the one who knocks in Breaking Bad: The Board Game! Scheduled to ship in December 2017. ASM BB01 \$39.99

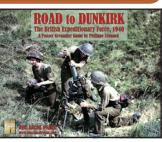
AVALANCHE PRESS



BATTLES OF 1866: BLOOD AND IRON

As war loomed over Germany in the early summer of 1866, Bavaria aligned itself with Austria against Prussia and armed for war. The Bavarian chief of staff, Ludwig Freiherr von der Tann, met with the Austrian leadership and suggested that the Bavarian army march into Bohemia. There they would form the left wing of the Austrian North Army, and along with the Saxons would hold off the Prussian First Army at Jicin while the Austrians dealt with the Prussian Second Army. Featuring 64 new pieces and six new scenarios, this expansion set for Battles of 1866: Frontier Battles is based on Bavarian plans to join the Austrians in fighting the Prussian invaders. Scheduled to ship in January 2018.

APL 0867\$24.99



PANZER GRENADIER: ROAD TO DUNKIRK

Dispatched to France in September 1939, he ten infantry divisions of the British Expeditionary Force pressed forward into Belgium eight months later to meet the onrushing German panzer divisions. the onrushing German panzer aivisions. Faced with overwhelming odds, the British gave ground slowly as they fell back toward the English Channel, finally exiting the continent through the miraculous evacuation at Dunkirk. Road to Dunkirk is a complete Panzer Grenadier game based on the epic battles waged by the British Expeditionary Force against the German Blitzkrieg in France and Belgium during the spring and early summer of 1940. There are 47 scenarios based on these that allow you to play the scenarios in sequence toward your army's operational goals. Scheduled to ship in January 2018. API 0334 \$89 99

RED



SPOT IT!

There's always one, and only one, matching symbol between any two cards in this spot-on party game. Spot it and you win! A sharp eye and a bit of speed is all you need in Spot It! Scheduled to ship in September 2017.

PEG VERSION ASM SP423 \$9.99

TIN VERSION

ASM SP410 \$12.99

BANDAI

DRAGON BALL SUPER DRAFT BOX SET 1 (4)

Each Draft Box for the *Dragon Ball Super Card Game* comes with 12 booster packs of Set 1 and Set 2, plus four types of Leader cards and a Draft Rules Manual all gathered in a handy storage box. Scheduled to ship in November 2017. NOTE: This item is sold to retailers in full displays. Please contact your retailer for availability. BAN DBCGDB7481PI





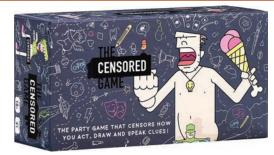
DRAGON BALL SUPER EXPANSION DECK BOX SET (6)

Each Expansion Deck Box Set for the Dragon Ball Super Card Game comes with a deck box and 14 cards. Scheduled to ship in January 2018. NOTE: This item is sold to retailers in full displays. Please contact your retailer for availability.

DARK DEMON'S VILLAINS	
BAN DBEDB7450	. PI
MIGHTY HEROES	
BAN DBEDB7443	. PI

BREAKING GAMES

BUFFALO GAMES



CENSORED GAME

An adult party game that borrows elements from Charades, Pictionary, and Taboo - then perverts them - players in *The Censored Game* act, speak, or draw clues in bizarre and hilarious ways to get other players to guess certain words or phrases. Each word has a double meaning, so just how 'uncensored' things get is up to each player's conscience. Scheduled to ship in September 2017.

BFG 146PI

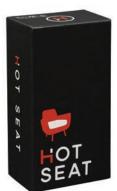
300 LARGE

PIECE PUZZLES

CRESCENT MOON BAY BFG 2495 PI



LAKESIDE CABIN BFG 2535PI



300 PIECE PUZZLES Scheduled to ship in September 2017.



What's your spirit animal? What's your safe word? What do you refuse to do unless you're drunk? Even more importantly - what do your friends think? Find out who thinks your spirit animal is a drunk alpaca... and who thinks it's an accountant. Are you ready for a round of Hot

Seat? Scheduled to ship in September 2017. BFG 145PI

STAR WARS: DARTH VADER BFG 2801 PI



STAR WARS: YODA BFG 2802PI



THE FISHING HUT

500 PIECE PUZZLES Scheduled to ship in September 2017.



AMAZING NATURE: JUNGLE DISCOVERY BFG 3775 PI



ASKING FOR TROBILS

In Asking for Trobils, a worker-placement in Asking for Irobils, a worker-placement board game, players are Trobil Hunters, trapping and flinging Trobils (space vermin) into stars and contending with wormholes and all manner of Riffraff just to get the job done! Scheduled to ship in October 2017.

BRK 1343.....\$45.00



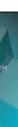
SPARKLE KITTY

Nobody Puts Princess in a Tower! Once upon a time, a group of powerful princesses were captured and locked away in Cursed 'No Cursing' towers by the evil queen Sparkle Kitty! All their words and magic spells vanished and became sugar & spice... almost everything nice. Take matters into your own hands and harness the simple and sweet words into special spell combinations to set yourself free! The first to escape wins in Sparkle Kitty, an adorably fun, social, and magical spell card game. Scheduled to ship in October 2017. BRK 110219.....\$20.00





VIVID: TINY BUBBLES BFG 2730PI





AMERICA'S MAIN STREET



RICKIE PICKETT'S MERCANTILE



HOLIDAY TRADITION



SNOWBABY GRACE

BFG 3876PI



RETRO GARAGE

BFG 3696PI



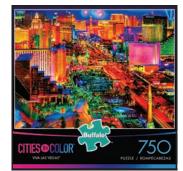
WHISTLE STOP CHRISTMAS

BFG 3716PI

750 PIECE PUZZLES Scheduled to ship in September 2017.



CITIES IN COLOR: **LEGEND OF THE SEA**



CITIES IN COLOR: VIVA LAS VEGAS

BFG 17116PI

REFLECTIONS: MEDITERRANEAN COLOR - ITALY

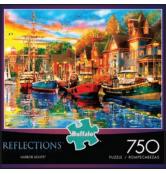
BFG 17095



Unearth is a dice placement game for 2-4 players from Brotherwise Games, the makers of Boss Monster, the hit dungeon building card game.

Available from your distributor now.





REFLECTIONS: HARBOR LIGHTS BFG 17094PI



COUNTRY CHRISTMAS BFG 11236 PI



STAR WARS FINE ART COLLECTION: NEVER TELL ME THE ODDS BFG 12552PI



THE PRESENCE OF GAIA BFG 11735PI

1000 PIECE PUZZLES Scheduled to ship in September 2017.



A CHRISTMAS GREETING BFG 11448 PI



DREAMY SANTORINI BFG 1429PI



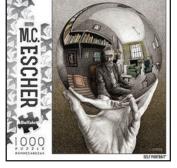
STAR WARS FINE ART COLLECTION: YODA BFG 12551 PI



VIBRANT ITALY BFG 11397



COCA COLA: IT'S ALL GOOD BFG 11278PI



M.C. ESCHER: SELF PORTRAIT BFG 11365PI



SWEET SHOP



VIVID: CUPCAKES & COCOA BFG 11710PI



COCA COLA: THE REAL THING BFG 11277PI

BFG 12553PI

STAR WARS FINE ART **COLLECTION: BOBA FETT**



M.C. ESCHER: WATERFALL BFG 11366 PI



WONDER WOMAN GLOW IN THE DARK BFG 11765PI

1000 PIECE PUZZLES Scheduled to ship in January 2018.

HARVEST MOON BALL BFG 11586PI	SUMMERTIME PUZZLE BFG 11589PI
OUR FRIENDS PUZZLE BFG 11584PI	SUNDAY MORNING BFG 11585PI
SHORELINE NEIGHBORS BFG 11583PI	THE PLEASURES OF WINTER BFG 11588PI
TRIMMING THE TREE	DI





A two-player hacking card game.

GOING VIRAL SOON

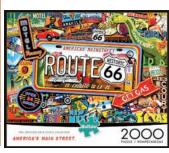


WWW.CATALYSTGAMELABS.COM

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2000 PIECE PUZZLES

Scheduled to ship in September 2017

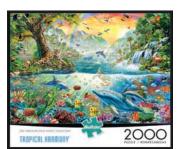


AMERICA'S MAIN STREET

BFG 2070 PI



THERE HAS BEEN AN AWAKENING BFG 2069PI



TROPICAL HARMONY

BFG 2068PI



VIVA LAS VEGAS

BFG 2071 PI



SILLY STREET: HAPPY BIRTHDAY PUZZLE (48 PIECES)

Scheduled to ship in September 2017. BFG 39605PI



SILLY STREET: ANIMAL ACT

Animal Act creatively combines verbal and physical communication in a game that celebrates and fosters bravery and creativity and results in heaps of giggles as kids flex their creative muscles in new ways of expression and movement. Roll the die and choose your path - where you will sing, act, mime or guess your way to greatness! Scheduled to ship in September 2017.

BFG 39505PI



SILLY STREET: SILLY CITY PUZZLE (48 PIECES)

Scheduled to ship in September 2017. BFG 39602PI



SILLY STREET: SO FLY PUZZLE (48 PIECES)

Scheduled to ship in September 2017. BFG 39601 PI



SILLY STREET: TREASURE MAP PUZZLE (48 PIECES)

Scheduled to ship in September 2017. BFG 39603PI



WATCH YA MOUTH: THROWDOWN EDITION

Watch Ya Mouth: Throwdown is the outrageous mouthguard party game that pits you against your friends in a head-to-head competition of skill and audacity! Scheduled to ship in September 2017. BFG 198PI

BURNING GAMES



FAITH: PLAYER DECKS (PACK OF 4)

. The *Universe Player Deck* is a deck of poker cards for Faith: The Sci-fi RPG with custom suit symbols and 54 cards illustrated with images from the Core Book. Scheduled to ship in January 2018. **NOTE:** This item is sold to retailers in full displays. Please contact your retailer for availability. BRG BGE01017......\$34.99



FAITH: THE ONE PERCENT NPC & GEAR DECK

The One Percent Gear & NPC Deck is a deck of cards for Faith: The Sci-fi RPG that contains 54 cards covering famous NPCs and their unique gear. Scheduled to ship in January 2018.

BRG BGE11021.....\$14.99

CAPSTONE GAMES

OFFERED AGAIN

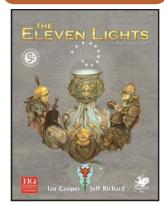


O/A WILDCATTERS

Be part of the booming business of the 19th century oil industry in *Wildcatters*! This turbulent era was dominated by resourceful adventurers who dared to take great risks in their quest for oil. These 'Wildcatters' have changed the course of history with their daring discoveries and achievements. Now it's your turn to follow in their footsteps and claim the leading role in the world of steam locomotives, iron oil tankers, and vast oil fields!

CSG WC01.....\$ 69.99

CHAOSIUM



HEROQUEST GLORANTHA: THE RED COW VOLUME II -THE ELEVEN LIGHTS

A companion to The Coming Storm, The Eleven Lights is a complete Gloranthan campaign, set in Sartar, in Dragon Pass, that takes the adventurers - as members of the Red Cow clan - from the Occupation in 1618 through to the Liberation from the Lunar Empire in 1625. Scheduled to ship in December 2017.

CHA 4031-H\$34.95

CORVUS BELLI

INFINITY

Scheduled to ship in October 2017.



ALEPH ANDROMEDA, SOPHISTES OF THE STEEL PHALANX (SUBMACHINE GUN)

CVB 280857-0678\$18.48





ARIADNA BLACKJACKS. **10TH HEAVY RANGER BAT.** (T2 SNIPER RIFLE) CVB 280191-0677\$35.92

PANOCEANIA CRUSADER BRETHREN

(MULTI RIFLE + LIGHT FT)

CVB 280296-0674.....\$11.17



COMBINED ARMY PNEUMARCH OF THE UR HEGEMONY (HVT)

CVB 280685-0679\$11.17



CVB 280932-0675.....\$18.48

TOHAA GAO-RAEL UNIT (SPITFIRE/SNIPER RIFLE)

YU JING TIGER SOLDIERS (SPITFIRE/BOARDING SHOTGUN) CVB 280396-0641 \$18.48



ITS BOOK SEASON 9 - TREASON CVB 2289203\$16.30

CZECH GAMES EDITIONS



JURISDICTIONAL **COMMAND 300PT PACK**

CVB 280017-0680\$87.15



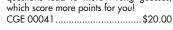
NOMADS TASKMASTER, **BAKUNIN SWAST TEAM**

CVB 280588-0664.....\$32.64



THAT'S A QUESTION!

Which would you miss more if it ceased to exist: Mountains or Pizza? That's a question! In this party game, players take on the roles of squirrels climbing a mountain. As they climb, they ask each other questions. Because, you know, that's just what squirrels do. Why squirrels? That's a question! On your turn, you choose a player to answer a personal question that you pose from the cards in your hand. Then, everyone else has to guess that player's answer. Trickier questions lead to more wrong guesses, which score more points for you!







SHERMAN LEADER: GERMAN MINI PACK

Scheduled to ship in October 2017. DV1 041C.....\$99.99

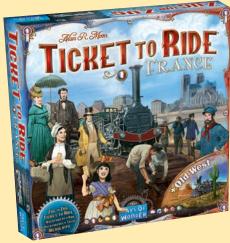
SHERMAN LEADER: USA MINI PACK

Scheduled to ship in October 2017. DV1 041B\$99.99

TIGER LEADER: UPGRADE KIT

Scheduled to ship in October 2017. DV1 031B\$24.99

DAYS OF WONDER



TICKET TO RIDE: MAP COLLECTION V6 -FRANCE AND OLD WEST

Dive into thriving French culture during impressionism and the Industrial Revolution - street cafes, "Starry Night", Paris Boulevards, and Notre-Dame. The French railroad system is a blank canvas just waiting for your masterful strokes with this Map Collection for Ticket To Ride! However, before you can start claiming routes, you'll need to lay the track! Watch for your opponents, though, because they might claim the route you just spent so much time building! This double-sided board also features a map of the "Old West" - the western half of the United States - where up to six players can develop their railway networks starting from their Home Cities. Scheduled to ship in November 2017.

DOW DO7228.....\$44.99

THE DESIGN MECHANISM

MYTHRAS RPG: MYTHIC CONSTANTINOPLE

While Rome burned and crumbled, Byzantium endured, and by will of the Emperor of the East became Constantinople. A city to rival even mighty Rome, marking the gateway between Europe and Asia, beset by the expanding Ottoman Empire and fighting inner battles of its own, Constantinople is one of the mightiest cities on Earth, drawing all to its heart despite tits dangers and treacheries. A symbol of empires and their goal, Constantinople is, and shall eyer be, the wealthiest and most enigmatic of cities, now and forever. Set in the mid 15th Century, as the Ottoman Empire bears down on it's formidable defenses, Mythic Constantinople takes you into the heart of this incredible capital city. Explore its myriad



streets, it's complex blend of cultures, and become immersed in the labyrinthine politics of a city on the verge of ultimate change. Scheduled to ship in September 2017.

TDM TDM230\$34.99

DEVIR AMERICAS



DUNGEON RAIDERS

In this clever game by Phil Walker-Harding (Sushi Go!), players take on the role of brave adventurers exploring a dungeon full of monsters, traps, and treasure! You must work with your team to survive the dungeon - but only one of you will succeed in leaving with the most treasure! Scheduled to ship in September 2017.

DVR HLRAIDERSEN\$17.99

DIALY MAGIC GAMES



10 MINUTE HEIST: THE WIZARD'S TOWER

In 10 Minute Heist: The Wizard's Tower, race through the Wizard's Tower to scarf up as many items as you can before your up as many items as you can before your fellow thieves do! Then, gather in the pub to compare your stolen loot, fret over your cursed treasures, and vie for bragging rights as the best thief in the land! Scheduled to ship in September 2017. PSI DMG10MH001\$20.00



SUNRISE CITY

The Sky's The Limit in Sunrise City! As one of the founders of Sunrise City, you strive to develop the best city possible. Test your skill and ingenuity as you aim to seize control of choice building lots, expand districts, and raise the city to new heights. You have a role to play in building Sunrise City! Scheduled to ship in September 2017.

PSI DMGSCY001\$50.00

SUNRISE CITY: NIGHTS

When dusk falls on Sunrise City the casinos and nightclubs glow, the speakeasys ans cinemas fill up, and millionaires come out to play! The first expansion for *Sunrise City*, *Nights* introduces night-life and casino flavor to the base game, and introduces all-new mechanics and 16 new Role Cards, giving you more customizable player powers and more options for bending the rules to your advantage. Scheduled to ship in September 2017.

PSI DMGSCY002 \$19.00



DYNAMITE ENTERTAINMENT



VAMPIRELLA TAROT CARDS SET

Dynamite Entertainment celebrates the vibrant history of the one and only Vampirella with a functioning Tarot Card Deck that captures the timeless images of the 1969 Vampirella Magazine art in a unique and enjoyable collectible. Created in 1969 by horror icon Forrest J. Ackerman, Vampirella has thrived for nearly 50 years delivering classic tales of terror in comics, graphic novels, and magazines. These cover images helped to define the horror comic genre with master illustrators like Frank Frazetta, Sanjulian, Bill Hughes, Jose Gonzalez, Enrich, Esteban Maroto, and Paul Gulacy along with a host of other legendary contributing artists. Scheduled to ship in

DIA STL061091PI



IT IS THE FUTURE.
THE WORLD HAS CHANGED.
CRIME HAS NOT.

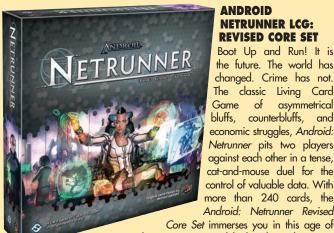
FANTASYFLIGHT GAMES.COM Android: Netrunner - ADN49 | \$39.95

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ANDROID NETRUNNER LCG: REVISED CORE SET

Boot Up and Run! It is the future. The world has changed. Crime has not. The classic Living Card Game asymmetrical bluffs, counterbluffs, and economic struggles, Android: Netrunner pits two players against each other in a tense, cat-and-mouse duel for the control of valuable data. With more than 240 cards, the Android: Netrunner Revised

sprawling megacities and high-stakes cybercrime. Here, artificially intelligent bioroids and genetically modified clones work alongside cyborgs, g-modded humans, and naturals. Hoppers pass overhead in their skylanes, and in New Angeles, a Space Elevator most commonly known as the 'Beanstalk' dwarfs neighboring arcologies and skyscrapers as it reaches beyond the Earth's atmosphere and gravity to serve as a low-cost launch for near-space travel. Scheduled to ship in December 2017.

ANDROID NETRUNNER LCG: SOVEREIGN SIGHT DATA PACK

Everything Old is New Again! The first Data Pack in the Kitara Cycle for Android: Netrunner, Sovereign Sight transportsa Corps and Runners to the shores of Lake Victoria, where the nations of the Sub-Saharan League are gambling everything on their ability to create a second beanstalk. The dream is taking form. The money is there. The peace is fragile. Opportunities abound for those who can seize them. Risky ops. Public faces and private actions. Economic warfare. Bluffing. Running. It's all here in Sovereign Sight! Scheduled to ship in December 2017.



FFG ADN50\$14.95



ARKHAM HORROR LCG: A PHANTOM OF TRUTH **MYTHOS PACK**

Where do you go for answers when your world is tilting into madness? The answer: Paris. The third Mythos Pack in The Path to Carcosa Cycle for Arkham Horror: The Card Game, A Phantom of Truth further delves into the mysteries behind The King in Yellow, introducing a new set of clues along with supernatural terrors that play upon your growing Doubt or Conviction. Amid these horrors, you'll find twenty-two new player cards (two copies each of eleven different cards) to help you stay grounded and pursue the truth. Scheduled to ship in December 2017. FFG AHC14 \$14.95

RED



BATTLE FOR ROKUGAN

Rokugan is a land filled with spirits, beauty, and strife. Seven great clans inhabit this diverse realm, ever loyal to the Emperor, but ever fighting dominance among themselves. As they battle for supremacy, the daimyos who lead their people must use all their cunning and skill to gather information, anticipate their opponent's actions, and lay battle plans that will lead them to victory. Only one can

to become the true voice of this land and usher Rokugan into an age of prosperity. Battle for Rokugan puts two to five players in the roles of Rokugani daimyo fighting for territory in the early days of the Emerald Empire. Plan your conquest, outwit your rivals, bring honor to your people, and claim Rokugan in the name of your clan! Scheduled to ship in December 2017.

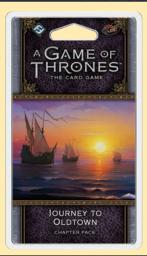
FFG L5B01\$39.95



A GAME OF THRONES LCG: 2ND EDITION - JOURNEY TO **OLDTOWN CHAPTER PACK**

The second Chapter Pack in the Flight of Crows Cycle for A Game of Thrones: The Card Game, Journey to Oldtown continues to follow the major events of A Feast for Crows, bringing new strength to the 'bestow' keyword and providing incentives for the factions to forge alliances and band together. Along the way, you'll encounter a host of iconic characters and locations entering the game, including The House of Black and White, Thoros of Myr, a new version of Arianne Martell, and a lord of House Botley, Tris Botley. Scheduled to ship in December 2017.

FFG GT24\$14.95





RUNEWARS: THE MINIATURES GAME - BERSERKERS UNIT **EXPANSION**

Grow your Uthuk army and bring Terrinoth to its knees! The infantry of the locust swarm takes to the battlefield with the Berserkers Unit Expansion for Runewars:

from the steppes of the Ru Darklands, these howling tribesmen strike fear into their enemies as they attack

without reason or mercy. The Berserkers Unit Expansion includes eight sculpted miniatures with five available upgrade cards to strengthen your locust swarm. Scheduled to ship in December 2017.

FFG RWM28\$24.95



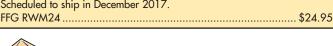


RUNEWARS: THE MINIATURES GAME - DARNATI **WARRIORS UNIT EXPANSION**

Master the blade and defend the Aymhelin! The enigmatic swordsmen of the Latari emerge from the deepest reaches of the Deepwood with the Darnati Warriors Unit Expansion

for Runewars: The Miniatures Game. These elven warriors turn combat into a deadly dance, using their

moonstone blades to slice through enemies with a speed unmatched in Terrinoth. The Darnati Warriors Unit Expansion includes eight sculpted miniatures with five upgrade cards to strengthen your Elven army. Scheduled to ship in December 2017.





RUNEWARS: THE MINIATURES GAME -FLESH RIPPERS UNIT EXPANSION

The army of the Uthuk Y'llan unleash their fiendish cavalry with the Flesh Rippers Unit Expansion for Runewars: The Miniatures Game! These swift creatures rend flesh from bone, smelling the blood in the hearts of their enemies even at great distances. The Flesh Rippers Unit Expansion includes four sculpted miniatures with five upgrade cards to bolster your demonic army. Scheduled to ship in December 2017.

FFG RWM26



RUNEWARS: THE MINIATURES GAME - KETHRA A'LAAK **HERO EXPANSION**

The most terrifying witch of the blood coven takes her command with the A'laak Hero Expansion Pack Runewars: The Miniatures Game! This sorceress

forces either astride her loyal flesh ripper or on the front lines among the howling berserkers. The Kethra A'laak

Hero Expansion Pack includes two sculpted miniatures with six upgrade cards to bolster your Uthuk army. Scheduled to ship in December 2017.

FFG RWM29\$24.95

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RUNEWARS: THE MINIATURES GAME OUTLAND SCOUTS **UNIT EXPANSION**

At the farthest reaches of Terrinoth, remote villages find their protectors in the Outland Scouts Unit Expansion for Runewars: The Miniatures Game! These inspirational

soldiers use their knowledge of the land to outwit invaders and rally the greater

Dagan forces with their indomitable faith. The Outland Scouts Unit Expansion includes eight sculpted miniatures with five upgrade cards to tailor your Dagan army. Scheduled to ship in December 2017.

FFG RWM27\$24.95



RUNEWARS: THE MINIATURES GAME - SPINED THRESHERS UNIT EXPANSION

Call forth the greatest demons of the Ynfernael with the Spined Threshers Unit Expansion for Runewars: The Miniatures Game! The Spined Threshers Unit Expansion includes two sculpted miniatures with eight upgrade cards to strengthen your Uthuk army. Scheduled to ship in December 2017.

FFG RWM30\$34.95



RUNEWARS: THE MINIATURES GAME -WRAITHS UNIT EXPANSION

Fear is made flesh with the Wraiths Unit Expansion for Runewars: The Miniatures Game! With the ability to pass through walls and unleash a shriek to terrify even the most stalwart Dagan warriors, these phantoms torment the armies of the living with unnatural fury. The Wraiths Unit Expansion comes with four sculpted miniatures, features a new condition card and token, and includes a unique unit card and command tool that introduces new strategic elements. Scheduled to ship in December 2017. FFG RWM25\$24.95

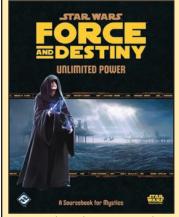




STAR WARS ARMADA: CHIMAERA EXPANSION PACK

Grand Admiral Thrawn arrives to the battles of Star Wars: Armada in the Chimaera Expansion Pack! Along with the chance to command your fleet with this brilliant, blue-skinned Chiss tactician, the Chimaera Expansion Pack introduces an Imperial Star Destroyer adorned with a distinctive chimaera design, two Mandalorian Gauntlet squadrons, six ship cards, and seventeen other upgrades. Scheduled to ship in December 2017.

FFG SWM29 \$49.95



STAR WARS RPG: FORCE AND DESTINY - UNLIMITED **POWER HARDCOVER**

The dissolution of the Jedi Order has reopened alternative paths of communing with the Force; no longer bound by strict rules and regulations, the Mystic interacts with the Force in ways that might seem foreign to the Jedi of old. Some have merged their politics with the Force while others imbue artifacts with the power of the Living Force through alchemy. A sourcebook for Mystic characters in the Star Wars: Force and Destiny roleplaying

game, Unlimited Power expands options for the Alchemist, Magus, and Prophet specializations, and introduces new Force powers, new species, new equipment, and more. Scheduled to ship in December 2017. FFG SWF52.....\$29.95

STAR WARS ARMADA: **PROFUNDITY EXPANSION PACK**

With its powerful ship and commander, cunning Profundity Expansion Pack for Star Wars: Armada lends new hope to the ragtag Rebel fleet. Its miniature pre-painted MC75 star cruiser boasts an impressive array of weapons, armor, and shields, and it comes with two ship cards and fourteen upgrades that feature Admiral Raddus, Jyn Erso, and other notable characters from Rogue One. Together, these crew members and the Profundity Title



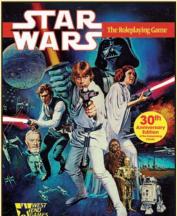
upgrade allow you to make a wide range of clever adjustments to your overall strategy. Scheduled to ship in December 2017. FFG SWM30\$39.95

STAR WARS RPG: ROLEPLAYING GAMEMAT

Immerse yourself more fully in the Star Wars universe as you forge your own destiny and write your own saga with the Star Wars Roleplaying Gamemat. Featuring iconic art of Luke Skywalker and Darth Vader, this 26-inch x 26-inch, neoprene, slip-resistant gamemat ensures that even while your games are packed with drama, you'll not get distracted by wayward dice or searching for referential information. Scheduled to ship in October 2017. FFG SW\$38







STAR WARS: THE **ROLEPLAYING GAME 30TH ANNIVERSARY EDITION**

Few books or games have had as enduring an impact upon the Star Wars galaxy and its fans as Star Wars: The Roleplaying Game. Originally published by West End Games in 1987, it arrived at a time when the future of the Star Wars galaxy was uncertain, and it captivated a whole generation of gamers with rules and guidelines that made it easy to design and enjoy adventures truly worthy of the Star Wars universe and its ongoing space opera. The Star

Wars: The Roleplaying Game 30th Anniversary Edition is a faithful, limited edition recreation of both Star Wars: The Roleplaying Game and The Star Wars Sourcebook, both printed with higher quality and packaged in a stylized slipcase. Every bit as playable now as it was in 1987, Star Wars: The Roleplaying Game offers fast dó-based action along with unique takes on the ideas of roleplaying, designing adventures, running adventures, and the nature of the Force. Scheduled to ship in November 2017.

FFG SWW01.....\$59.95



STAR WARS DESTINY **DICE BINDERS**

The Dice Binder for Star Wars: Destiny offers durable protection and organization for all the dice and cards from your favorite Destiny deck. Each ultra-durable, handy, portable Dice Binder is designed to secure 44 sleeved cards and 44 dice. Scheduled to ship in December 2017.

BOBA FETT FFG SWS41 \$14.95 DARTH VADER

FFG SWS39 \$14.95 PRINCESS LEIA

FFG SWS42 \$14.95



STAR WARS X-WING MINIATURES **GAME: ALPHA-CLASS STAR WING EXPANSION PACK**

The first widely deployed Imperial starfighter to boast shields and a hyperdrive, the Alphaclass Star Wing had limited maneuverability, but was heavily armed for its size. The fighter remains impressively durable and destructive in X-Wing, where its two agility, four hull, and three shields are paired with the ability to unleash cascading torrents of missile and cannon fire. The Star Wing's prepainted miniature is accompanied by four ship cards, seven upgrades, one maneuver dial, reference cards for the reload action and jam tokens, and all the tokens you need to fly the ship to battle. Scheduled to ship in December 2017.

FFG SWX69

STAR WARS X-WING MINIATURES GAME: M12-L KIMOGILA FIGHTER **EXPANSION PACK**

Produced by MandalMotors and flown by enforcers of the Hutt kajidics and other criminal cartels, the M12-L Kimogila fighter was dreaded by spacers across the Outer Rim for its ordnance capacity and the withering torrents of coordinated fire it could unleash. The M12-L Kimogila Expansion Pack brings this heavy fighter to life in X-Wing as a blunt instrument that trades maneuverability for raw destructive power. Its pre-painted miniature starfighter comes with four ship cards and ten upgrades, many of which reward you for catching your foes in the ship's new bullseye firing arc. Scheduled to ship in December 2017. FFG SWX70

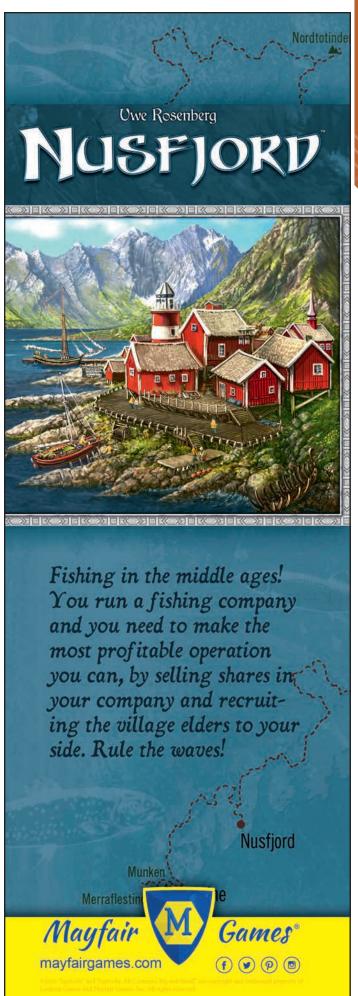




STAR WARS X-WING MINIATURES GAME: **PHANTOM II EXPANSION PACK**

The Phantom II is a Sheathipede-class transport shuttle that the Spectres recovered from a Clone Wars-era military base and modified with weapons and a custom docking system. It makes its X-Wing debut in the Phantom II Expansion Pack as an attack-ready vessel that comes with four ship cards and six upgrades. These include new astromechs, crew upgrades, and Title upgrades that incorporate more of Star Wars Rebels in your space battles and add depth to the shuttle's ability to perform the coordinate action. Scheduled to ship in December 2017.

FFG SWX72.....\$14.95



ED ITEM



STAR WARS X-WING MINIATURES GAME: THE LAST JEDI - RESISTANCE **BOMBER EXPANSION PACK**

A strategic ordnance platform flown by Resistance brave pilots, the B/SF-17 heavy bomber arrives to X-Wing as a towering, large-base platform ordnance with room for

systems upgrade, one tech upgrade, and two bombs. In addition to its pre-painted miniature starship, the Resistance Bomber Expansion Pack provides a host of potential pilots and upgrades. Scheduled to ship in December 2017.

FFG SWX67\$39.95

STAR WARS X-WING MINIATURES GAME: THE LAST JEDI -TIE SILENCER **EXPANSION PACK**

Engineered speed and incredible handling, the TIE Silencer is devastating in the hands of those who can unlock its full potential. Fortunately for the First Order, the



TIE Silencer Expansion Pack for X-Wing pairs its sleek and menacing, prepainted miniature starfighter with a quartet of talented pilots, including the dark side Force user Kylo Ren. Additionally, you'll find twelve upgrade cards, one condition card, a maneuver dial, and all the tokens you need to launch this lethal fighter into action! Scheduled to ship in December 2017. FFG SWX68\$29.95

GALE FORCE NINE



STAR TREK ASCENDANCY: BORG PLAY MAT 36" X 36" Scheduled to ship in October 2017.

GAME SALUTE

SHADOWRIFT 2ND EDITION

Scheduled to ship in February 2018. HPS GSUH1400\$60.00

SHADOWRIFT: SKITTERING DARKNESS EXPANSION

Scheduled to ship in February 2018. HPS GSUH1411\$25.00

GAMES & GEARS



DARK DEEDS: LOOT OF THE GODS EXPANSION

The great and powerful of Anthrand seldom achieve their station through the honest labor of backstabbing and skullduggery. It is whispered that some among those the Dark Patron regards as Nemeses carry fantastic artifacts of lost power and potent relics of the benighted and almost forgotten deities of ancient times. The minion that avails himself of these mighty treasures will surely find no rival in their progress through the Dark Patron's service - there's only the minor matter of bringing down a nemesis or two to get them! An expansion for Dark Deeds, Loot of the Gods contains six Loot cards for items infused with the magic of gods, saints, and sorcerers - Dark Deities, all! GNG 005\$9.00



GAMES & GEARS ADVANCE DICE TRAY

Hand-made in the USA, these dice trays feature a wooden frame with two areas for dice. The bottom of the tray is lined with a custom neoprene cushion featuring a dragon design and the Games & Gears logo.

GNĞ D001\$75.00



GAMES & GEARS RPG HEROIC DICE SET (7) WITH BAGS

This 7-dice set features all of the dice a player needs for use with most popular role-playing

games on the market today. Featuring a marbled design, these dice also come with a dice bag for storage and transportation. GREEN GNG DOOS

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RED GNG D004\$1	2.00
WHITE GNG D003\$1	2.00

GAMES WORKSHOP

WARHAMMER 40K



ADEPTUS MECHANICUS BELISARIUS CAWL

GAW 59-17\$55.00



DATACARDS

GAW 59-02.....\$15.00



ADEPTUS MECHANICUS CODEX (HARDCOVER)

GAW 59-01\$40.00



CHAOS SPACE MARINE DEATH GUARD CODEX (HARDCOVER)

GAW 43-03\$40.00





A FAST-PACED
GAME OF TACTICAL
ARENA COMBAT



COMING OCTOBER 2017



CHAOS SPACE MARINE DEATH GUARD DAEMON PRIMARCH MORTARION

GAW 43-49 \$140.00



CHAOS SPACE MARINE DEATH **GUARD DATACARDS**

GAW 43-04.....\$15.00



CHAOS SPACE MARINE DEATH GUARD DEATHSHROUD BODYGUARD

GAW 43-50\$60.00



CHAOS SPACE MARINE DEATH GUARD DICE

GAW 86-70\$20.00



SPACE MARINE PRIMARIS 30 YEARS OF 40K VETERAN SERGEANT GAW 48-48\$35.00



SPACE MARINE PRIMARIS HELLBLASTERS COMBAT SQUAD GAW 48-73\$35.00



SPACE MARINE PRIMARIS INTERCESSORS COMBAT SQUAD GAW 48-74.....\$35.00



SPACE MARINE PRIMARIS **REIVERS COMBAT SQUAD**

GAW 48-70.....\$35.00

WARHAMMER AGE OF SIGMAR



BLIGHTWAR

GAW 80-23\$160.00

CHAOS DISCIPLES OF TZEENTCH WARSCROLLS

GAW 83-46\$25.00



WHITE DWARF SEPTEMBER 2017 GAW WD09\$9.00



GOLDEN EGG GAMES



EDGE OF HUMANITY

After a world wide conflict that led to a chain reaction of events, civilization as we know it ceases to exist and Humanity is now at the brink of extinction. In this apocalyptic future, the remaining survivors nust restore hope for the human race by rebuilding civilization once more. In Edge of Humanity, a deck-building survival card game powered by a unique, expandable narrative system, players take on the roles of survivors thrown into a post-apocalyptic world, enduring the harsh conditions of a blasted and barren wasteland. You must lead your Colony, gathering supplies in order to construct new buildings and offer a safe haven for recruiting other survivors. Scheduled to ship in October 2017.

GEG 1004\$49.90

GREY FOX GAMES



HARVEST DICE GAME

In this fast, fun game of dice drafting and veggie doodling, players take turns rolling and selecting dice in order to plant veggies in their gardens or feed them to their pet pig. However, keep an eye on the ever-changing market to make sure you have plenty of desirable vegetables come harvest time!

GFG 96744.....\$14.99

HABA USA



HAB 303171\$7.99



CRAZY CORRAL

Nighttime is quickly approaching and it's time to get the animals tucked into the barn. But they keep scampering away! Good memory and some luck with the die will help you in this crazy corralling game. Scheduled to ship in October 2017

HAB 303170.....\$7.99



ON THE HUNT FOR DINOS

Dinosaurs have been spotted in the jungle! But, it's not easy to catch sight of these massive, ancient creatures. Who will manage to uncover the sought-after dinos and reach the goal first in this prehistoric matching game? Scheduled to ship in October 2017.

HAB 303154.....\$7.99



PRIMA BALLERINA

Ever wanted to be a ballerina and dance ballet? Now's your chance! In Prima Ballerinas, players practice the various positions the figures are posed in - then, it's 'Curtains Up!' for the new prima ballerinas! Scheduled to ship in October 2017.

HAB 303153......\$7.99

CAUTION UNDER CONSTRUCTION

Foreman Ben oversees a large construction site, making sure that all the machines and wehicles are at the right place at the right time. Be the fastest worker carrying out the most tasks for Ben in this high-speed construction site card game. Scheduled to ship in October 2017.

You thought the Headless Horseman was merely a myth. But now Ichabod Crane has gone missing in a town that grows ever darker, and you wonder...



Legends of Sleepy Hollow

A thrilling & mysterious game by Ben Pinchback & Matt Riddle two of the designers of Wasteland Express Delivery Service.

Coming in 2018!





RALLY RUN

Engines Roar! Everyone wants to win and be able to hold the coveted dacart rally trophy high above their heads! But the race track is tricky and constantly changing, so the drivers must try and remember the best route without getting trapped in a dead end! Who can steer their zooming racer as fast as possible over the pit stop and across the right finish line in the Rally Run? Scheduled to ship in October 2017.

HAB 303172.....\$7.99



RHINO HERO SUPER BATTLE

Rhino Hero is back on the job! And this time, not only does the wobbly skyscraper need to be climbed, but there will also be fierce battles between the four superheroes, Rhino Hero, Giraffe Boy, Big E., and Batguin. Who will win the battles and not let themselves be bothered by the mean, hanging spider monkeys in this challenging, turbulent 3D stacking game? Scheduled to ship in October 2017. HAB 303383.....\$29.99



TINY PARK

You have a free plot of land and you're going to design and build your own amusement park! But competition is fierce! Be the first to open your amusement park to happy customers with the right mix of risktaking and lucky dice-rolling. Scheduled to ship in October 2017.

HAB 302743.....\$13.99

HIT POINT SALES

KONJA	
HPS PCG006	\$35.00

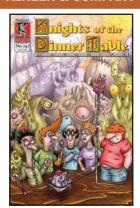
IDW GAMES



EVERYTHING IS CONNECTED: DIRK GENTLY'S HOLISTIC DETECTIVE AGENCY

Mysteries don't solve themselves - or do they? Sometimes a good detective can make a mystery unravel itself in the most peculiar of ways. Coincidence or clue? Perhaps both? In Everything is Connected: Dirk Gently's Holistic Detective Agency, holistic detectives compete with the police to solve the most vexing of mysteries using an ever-changing set of clues, suspects, and connection cards. Based on the hit BBC America television series, Everything is Connected: Dirk Gently's Holistic Detective Agency is a social storytelling game where two players appeal to a panel of their peers in an effort to make the strongest case for whodunit and how. IDW 01375.....\$29.99

KENZER & COMPANY



KNIGHTS OF THE DINNER TABLE #247

Knights of the Dinner Table is a slice of (fantasy) life reflected in strips, articles, and reviews, and serves as a positive celebration of gaming culture. Scheduled to ship in September 2017. KEN 247 \$5.99

LEGION SUPPLIES



MEY GIKL
Scheduled to ship in December 2017.
CARD SLEEVES (50)
LGN MAT074
DECK BOX
LGN BOX074
PLAY MAT
IGN PIM074



ZOMBIE HUGS

Scheduled to ship in October 2017. CARD SLEEVES (50) LGN MAT073 PI **DECK BOX** LGN BOX073 PI **PLAY MAT** LGN PLM073.....PI

LONE SHARK GAMES

APOCRYPHA ADVENTURE CARD GAME

Scheduled to ship in January 2018.

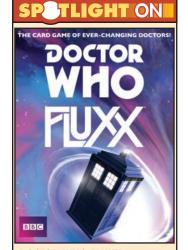
MISSION PACK

LSG 20104.....\$4.95

THE DEVIL - EXPANSION BOX 2

Complete with four pawns, 10 dividers, and a storybook, this expansion box contains 400 cards in four chapters (Animus, Damned, Dreamers, and Serpents) for use with Apocrypha. Here you will see all sorts of higher-level manifestations. When you put Mayan dragons, time-bending sorcerers, ravenous demons, and one ticked-off Mother Nature in one place, things will get serious fast. In The Devil, you won't question the seriousness of your task, only whether or not you're up to it. LSG 20103.....\$40.00

LOONEY LABS



DOCTOR WHO FLUXX

Doctor WHO FLUXX
Doctor Who Fluxx takes Fluxx through
Time and Relative Dimensions In
Space! Join various regenerations
of the Doctor, some companions,
Gallifreyan tech, and K-9 (but beware
of Cybermen, Daleks, Weeping
Angels, and the Master!) and play the
most ever-changingest times-wimey most ever-changingest, timey-wimey version of Fluxx ever created. Doctor Who Fluxx: you'll play it time, after time, after time, after time... LOO 080\$20.00



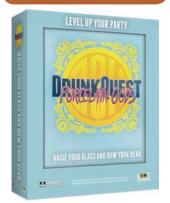
ZENDO

Zendo is an inductive logic game in which players compete to figure out a secret rule.

One person moderates, providing answers to questions about the secret rule. Players take turns building new structures of game pieces, each of which will give them insight about the unknown attributes of the secret rule. This version of Zendo features a new, more exciting collection of shapes to play with: pyramids, wedges, and blocks! Scheduled to ship in November 2017.

LOO 082\$40.00

LOOT CORPS



DRUNKQUEST: PORCELAIN GODS

Raise Your Glass and Bow Your Head! For years, we've heard people tell us things years, we we neared people tell to fillings like 'I don't drink, but my friends do', or, 'I'm always the Designated Driver'. If that sounds familiar this expansion was built specifically for you! In *Porcelain Gods*, the second expansion for *DrunkQuest*, the Designated Driver takes on the role of a Deity in the world of *DrunkQuest*, smiting players who refuse to bend to their will while blessing the players that do! That unstable kegerator will never know what

NJD 430103\$25.95

MANTIC ENTERTAINMENT

DEADZONE

Scheduled to ship in September 2017.



ASTERIAN FACTION BOOSTER

MGE MGDZA111.....\$39.99

While visions of Looney Labs danced in their heads.....





ASTERIAN FACTION STARTER
MGE MGDZA110......\$39.99



DUNGEON CRATEMGE KSTCD101\$75.00

MGE KSTCD103\$75.00

THE WALKING DEAD:

ALL OUT WAR
Scheduled to ship in September 2017.

TOWN CRATE



THE WALKING DEAD:

ALL OUT WAR
Scheduled to ship in November 2017.

ANDREA, PRISON
SNIPER BOOSTER
MGE MGWD118......\$19.99



DELUXE GAMING MAT PRISON GROUNDS
MGE MGWD207......\$34.99



GLENN, PRISON GUARD BOOSTER MGE MGWD119......\$19.99



MAGGIE, PRISON
DEFENDER BOOSTER
MGE MGWD120......\$19.99



MORGAN, DISTRAUGHT FATHER BOOSTER MGE MGWD121......\$19.99



<u>WARPATH</u>

VEER-MYN MEGA FORCE MGE MGWPV103.....\$149.99



VEER-MYN RESERVE FORCE
MGE MGWPV102......\$84.99

MAX PROTECTION

OFFERED AGAIN



O/A 9-POCKET PAGES: 3 HOLE PUNCH (100)MAX 9100-SPI





GCPS FACTION BOOSTER
MGE MGDZG102......\$39.99



GCPS FACTION STARTER
MGE MGDZG101.....\$39.99

TERRAIN CRATEScheduled to ship in October 2017.



BATTLEFIELD CRATE
MGE KSTCD102.....\$75.00



DARK LORD'S FORTRESS
MGE KSTCD104.....\$75.00



MGE MGWD210.....\$34.99

THE WALKING DEAD:

SURVIVOR PAINT SET

SAFETY BEHIND BARS EXPANSION MGE MGWD013......\$44.99

.... \$44.9



O/A PERFECT FIT **INNER SLEEVES (100)**

LARGE
MAX Z3020M
SMALL
MAX Z3020J

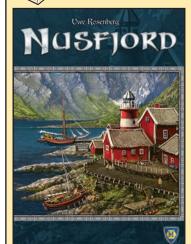
MAYDAY GAMES

GARBAGE DAY: CLAMSHELL PACKAGING

It's Time to Take Out the Trash! There's an epic battle of wits being slyly waged among you and your roommates. No one speaks of it, or even acknowledges its existence, but when it comes to taking out the garbage it's all about the art of the dodge. In the pursuit of avoidance, each dexterously stacked banana peel represents a small victory. That candy wrapper hidden in the deep recesses of your room is a silent success. But, the greenish milk carton you secretly stashed under your roommate's bed was a stroke of genius! Be careful, be cunning, and don't get caught! Only the champion can gloat in a hammock while everyone else lugs out the trash on Garbage Day. Scheduled to ship in September 2017. MDG 4228M.....\$21.95



MAYFAIR GAMES



NUSFJORD

Today, Nusfjord is a tranquil fishing village in the Lofted archipelago in northern Norway. But, travel back in time and Nusfjord is completely transformed. 50 years ago, business was booming when the codfish would come for spawning. Sailing ships dominated the fjord and the rocky beauty of the island was masked by vast forests. Visit the heyday of Nusfjord's maritime commerce and expansion, and success may be yours in Uwe Rosenberg's Nusfjord. Scheduled to ship in November 2017. MFG 3527 \$70.00

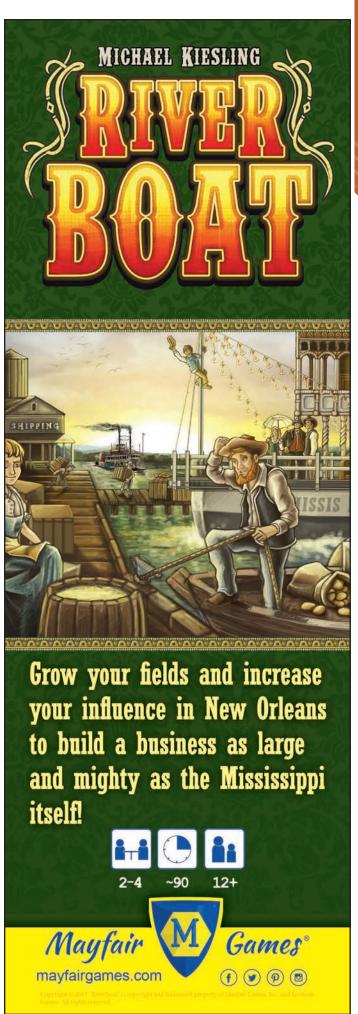
MIND'S EYE GAMES

HORSESHOES & HAND GRENADES

In Horseshoes & Hand Grenades, the cardflipping game of immortal cartoon warfare featuring whimsical illustrations by Monte M. Moore, players flip or drop cards onto a bandana battlefield attempting to score more points by grouping their soldiers together, getting soldiers into the double score bunker, and removing their opponent's key scoring cards. Scheduled to ship in September 2017.

ELF MYN003\$15.95









PIRATES OF GOLD COVE

Search for pieces of the pirate's treasure map, the keys to the treasure chest, and the favor of the beautiful Duchess Carmen in Pirates of Gold Cove, a tricktaking card game featuring whimsical illustrations by Monte M. Moore! But, try not to catch the attention of Magistrate Burns, a ruthless port authority who loves to tax the incoming crews! Gather the most treasure and win! Scheduled to ship in September 2017.

ELF MYN002\$15.95



With Monte M. Moore's Wench!, players looking for a drinking game will find over 50 ways to bust their friends and keep them guessing what might happen next. This Top Shelf Edition of Wench! A Drinking Man's Thinking Game features quick-play rules and two exclusive cards. Scheduled to ship in September 2017. ELF MYN001\$15.00

NINJA DIVISION GAMES



THE AGENTS: MISSION CRITICAL

The first expansion for The Agents, Mission Critical comes with a 40 card pack featuring two versions of 20 new, unique mission cards to add to the base set. NJD 411102\$15.99





MY LITTLE PONY: TAILS OF EQUESTRIA RPG -**BESTIARY OF EQUESTRIA**

The Bestiary of Equestria is the perfect visual guide to all the creatures and other difference in the My Little Pony: Tails of Equestria storytelling game. Players will also discover how to create their own critters, new player races and ponies of Equestria, as well as new Talents and Quirks.

NJD 440308 \$29.99



MY LITTLE PONY: TAILS OF EQUESTRIA RPG -THE FESTIVAL OF LIGHTS **ADVENTURE EXPANSION**

NJD 440309\$15.99

RAIL RAIDERS INFINITE



COWPUNCHER CANDY NJD 020304\$12.95



EL COLA

NJD 020305\$9.95



HUCKLEBERRY'S RIVERBOT ROLL

When players are ready to take a break from snagging booty and ducking the Lawbots in Rail Raiders Infinite, they can mosey around the poker table and play to take their fellow player's double dollars with Huckleberry's Riverboat Roll, betting dies game. a betting dice game.

NJD 020401\$29.95



KINGSMAN

NJD 020301\$12.95



OLD TYME RELIGION

Featuring four beautifully illustrated, doublesided traincar tiles and stunningly whimsical chibi Soda Pop Miniatures, Old Tyme Religion expands the fun by introducing new tactical challenges for Rail Raiders Infinite. And, Raiders Beware! Old Tyme Religion also

includes a new type of law enforcement officer, the Legendary Lawbot!

NJD 020201\$29.95



RAINBOW KNIGHTS

Race through the sky and soar ever on in Rainbow Knights! As one of six colorful knights, you'll sail through the clouds quickly moving around and past other knights to complete your beautiful rainbow trail before anyone else. Be careful, though! If you run into a rainbow trail, your knight will crash and fall! Scheduled to ship in November 2017.

NJD 410901\$19.95



TOKYO GHOUL: THE CARD GAME

In modern-day Tokyo, society lives in fear of Ghouls: mysterious creatures who look exactly like humans - yet hunger insatiably for their flesh! None of this matters to Ken Kaneki, a bookish and ordinary young man, until a dark and violent encounter turns him into the first-ever Ghoul-human half-breed! Trapped between two worlds, Ken must survive the violent conflicts of warring Ghoul factions, while attempting to learn more about Ghoul society, his newfound powers, and the fine line between man and monster. Based on the hit anime and manga sensation, Tokyo Ghoul: The Card Game is a strategic, turnbased, deck-building card game where players struggle to become the top ghoul in a deadly turf war. Scheduled to ship in October 2017.

NJD 440201\$34.99



WAY OF THE FIGHTER: **FIGHTER DECK - AYA VS RANVEER**

Scheduled to ship in November 2017.

OSPREY PUBLISHING



LANCASTER BOMBER POCKET MANUAL: 1941-1945

The Avro Lancaster was the RAF's most successful heavy bomber of the Second World War. Lancs dropped 608,612 tons of bombs in 156,000 sorties during the period 1942-1945. Some of these missions were incredibly daring, such as the famous dam busters raid on the Ruhr valley in May 1943. This fascinating pocket manual, compiled from a wealth of authentic period sources, including pilot's notes and other Air Ministry publications, and supplemented with plans and diagrams, provides a unique guide to this awe-inspiring aircraft. Scheduled to ship in October 2017

OSP GM319\$14.00



SPITFIRE POCKET MANUAL: 1939-1945

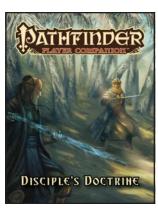
Developed in 1938 from a Schneider trophy-winning design by the aeronautical engineer and designer R.J Mitchell, the Supermarine Spitfire went on to become the definitive Allied fighter of the Second World War, and ranks amongst the most famous aircraft of all time. This pocket manual presents an accessible collection of fascinating historical documents to help readers explore the technical and tactical developments relating to the design and use of this famous aircraft. Scheduled to ship in October 2017.

OSP GM320\$14.00



PATHFINDER RPG: BESTIARY 3 (POCKET EDITION)

Test your courage against the most infamous foes of myth and legend with Bestiary 3, presenting hundreds of monsters for use with the Pathfinder Roleplaying Game. Within this portable, pocket-sized guide you'll find demiliches and demodands, grave knights and goblin snakes, norns and nephilim, imperial dragons and unfettered eidolons, and so much more. Yet not every creature needs to be an enemy, as winged garudas, crafty tanukis, and leonine lammasus all wait to join your party and answer the call of glory. Scheduled to ship in January 2018. PZÓ 1120-PE\$19.99

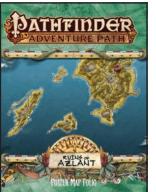


PATHFINDER RPG: PLAYER COMPANION -DISCIPLE'S DOCTRINE

The faithful don't just congregate under the worship of a particular deity. Many adherents find faith in small congregations dedicated to obscure beliefs and complex dedicated to obscure beliefs and complex philosophies. The Disciples' Doctrine for the Pathfinder Roleplaying Game explores over a dozen of these cults and traditions, including such groups as the secret Esoteric Order of the Palatine Eye, the Prophets of Kalistrade, Magnimar's Mystery Cults, Shoanti shamanic traditions, and the Tamashigo, who worship nature spirits known as kami. Learn what it takes to follow the dogma of these religions and unlock the secrets and powers only true dedication can bring. With Disciples' Doctrine, characters of every class can practice their devotion and gain power from their piety. Scheduled to ship in January 2018.

PZO 9488\$14.99

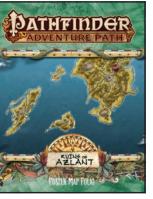
MARFINDER



PATHFINDER RPG: CAMPAIGN SETTING - RUINS OF AZLANT POSTER MAP FOLIO

Explore the ruins of a shattered continent, the fabled lost Azlant, in the Ruins of Azlant Poster Map Folio. Pore over masterful cartography and plan exciting Pathfinder adventures with these three massive poster maps designed for use with the Ruins of Azlant Adventure Path - the fledgling colony of Talmandor's Bounty, the underwater town of Talasantri, and a nautical map of the islands in the region of broken Azlant. Scheduled to ship in January 2018.

PZO 92106\$19.99



STARFINDER RPG: FLIP-MAT -URBAN SPRAWL

Urban Sprawl

Starfinder RPG: Flip-Mat - Urban Sprawl features an upscale, futuristic city center on one side and the dark and dangerous alleys of a dystopian megacity on the other, providing the perfect setting for any science-fantasy urban escapade. This portable, affordable, double-side map measures 24-inches x 30-inches, and features a coated surface designed to handle any dry erase, wet erase, or even permanent marker. Scheduled to ship in . January 2018.

PZO 7305\$14.99





PATHFINDER ADVENTURE CARD GAME: OCCULT ADVENTURES CHARACTER DECK 1

These characters are guaranteed to blow your mind - or, if you prefer, someone else's! The Occult Adventures Character Deck 1 features three new characters who use mental attacks: the spiritualist Estra, the mesmerist Meligaster, and the psychic Rivani. This 109-card accessory for the *Pathfinder Adventure Card* Game gives you the cards you need to add some brain to your game! Scheduled to ship in January 2018.

PZO 6826

PATHFINDER RPG: ADVANCED CLASS GUIDE (POCKET EDITION)

Adventure like never before with this portable, pocket-sized edition of the Advanced Class Guide for the Pathfinder Roleplaying Game! Explore new heights of heroism with 10 new base classes, each with 20 levels of amazing abilities. Incredible powers also await existing characters, with more than a hundred new archetypes and class options. Prepare characters for their most legendary adventure ever with massive selections of never-before-seen spells, magic items, and more! Scheduled to ship in January 2018.

BEYOND THE VEILED PAST



ATHFINDER

PATHFINDER RPG: ADVENTURE PATH -RUINS OF AZLANT PART 6 -BEYOND THE VEILED PAST

The insidious veiled masters who sunk Old Azlant beneath the treacherous ocean in ancient times mobilize their forces against the heroes' allies, even as the adventurers themselves close on their enemies for a final confrontation. A Pathfinder Roleplaying Game adventure for 15th-level characters, Beyond the Veiled Past is the sixth and final chapter of the Ruins of Azlant Adventure Path. Scheduled to ship in January 2018.

PZO 90126\$24.99



PATHFINDER RPG: FLIP-MAT -**DUNGEONS MULTI-PACK**

When you need an endless dungeon full of foul chambers and hiding spots for vicious fiends, Pathfinder Flip-Mat Multi-Pack: Dungeons has you covered. The four sides of this Flip-Mat Multi-Pack present levels in an interlocking dungeon. Flip-Mats feature a coated surface designed to handle any dry erase, wet erase, or even permanent marker. Usable by experienced GMs and novices alike, Flip-Mats fit perfectly into any Game Master's arsenal! Scheduled to ship in January 2018.

PZO 30088 \$24.99

GIM

FEATURED ITEM



ASHES: THE BOY AMONG WOLVES EXPANSION

Wild is the son of the Spiral Jungle! Koji Wolfcub walks boldly into your games of Ashes: Rise of the Phoenixborn in The Boy Among Wolves expansion deck. Bring his power to the table in this ready-to-play expansion deck, or use the cards to customize your own deck. Scheduled to ship in December 2017.

PHG PH1210\$14.95



FEATURED ITEM

ASHES: THE GODDESS OF ISHRA EXPANSION

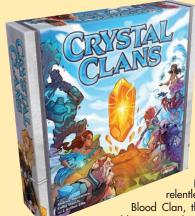
A new Phoenixborn enters the fray with *The Goddess of Ishra* expansion deck for *Ashes: Rise of the Phoenixborn*! All enemies kneel before Astrea, who provides enlightenment to all who seek her out. Spring into action with this full, ready-to-play deck, or use the cards to build your own deck centered on the Phoenixborn of your choice. Scheduled to ship in December 2017.

PHG PH1209.....\$14.95





FEATURED ITEM



CRYSTAL CLANS: MASTER SET

Choose your clan, prepare for battle, and fight for control of powerful crystals in *Crystal Clans*! In *Crystal Clans*, players go to battle with unique armies, seeking to outmaneuver their opponents and lead their squad to victory. Six clans stand ready to battle for dominance, including the adaptable Water Clan, the peaceful Flower Clan, the

relentless Skull Clan, the innumerable
Blood Clan, the wise Meteor Clan, and the
unyielding Stone Clan. It will take all your cunning to
fulfill your destiny and seize control of the crystals in *Crystal*Clans! Scheduled to ship in December 2017.

PHG PH1700.....\$39.95



FEATURED ITEM



RAXXON

Amidst the outbreak of a deadly virus, millions of people struggle to escape infection. Evacuation protocols have been activated. The federal government, strapped for resources due to the infection's spread, has paired your team with officials from Raxxon Pharmaceuticals. Raxxon's ample resources are necessary, but can they be trusted? Gather your team and protect the living with Raxxon, a challenging cooperative game where you and your team desperately search the crowd for survivors to evacuate and infected to quarantine (or kill!). To succeed, you'll have to control the crowd and keep innocents out of harm's way. But, be careful. Every action you take has unintended consequences that could spin the situation even further out of control. Ultimately, the choices you make determine the fate of humanity in Raxxon! Raxxon comes with two exclusive Dead of Winter characters that can be used with Dead of Winter or Dead of Winter: The Long Night. Scheduled to ship in October 2017.

PHG PH2000.....\$39.95



FEATURED ITEM



SPECTER OPS: BROKEN COVENANT (STAND ALONE)

GIM





STUFFED FABLES

Sworn to protect the little girl that cherishes them, a group of stuffed toys has been drawn into the Fall, an otherworldly, fantastic realm ruled by a brooding master of nightmares! An exciting narrative adventure game for two to four players, Stuffed Fables takes place in a unique storybook that acts as your rules reference, story guide, and game board, all in one! Make daring melee attacks, leap

across conveyor belts, or even steer a racing wagon down a peril-filled hill as you explore a world

of wonder and danger, unlocking curious discoveries in Stuffed Fables. Scheduled to ship in December 2017.

PHG PH2200.....\$59.95





KILLER BUNNIES QUEST BUNNY BLANKS

Create your own Killer Bunnies cards and incorporate them into your games with Bunny Blanks! Includes 14 Bunny Blanks. Scheduled to ship in October 2017.

UPI 41103......PI



KILLER BUNNIES QUEST CARAMEL SWIRL BOOSTER

Drenched in sweetness, new and delicious, the Caramel Swirl Booster Deck is witty and auspicious! Caramel Swirl adds 55 cards to your existing Killer Bunnies Quest set, plus a brown 12-sided die. Scheduled to ship in November 2017.

UPI 49112



KILLER BUNNIES QUEST FANTASTIC BOOSTER

Do a double take with fan-inspired cards that will make you quake! The Fantastic Booster Deck adds 55 new cards to your existing Killer Bunnies Quest set, plus 27 unique small cards. Scheduled to ship in October 2017.

UPI 49111.....



KILLER BUNNIES QUEST PLAY MATS

Play Mats allow Killer Bunnies Quest players to organize all the Markets, Supplies, Carrots, Dice, Pawns, Defense cards, Weapons, Chips, and Mysterious Places in a fun, new way. Scheduled to ship in October 2017.

UPİ 40195......PI





KILLER BUNNIES QUEST UNSIGNED RULEBOOK

Now Killer Bunnies Quest players can have ALL of the Rules and Bits from ALL of the Decks at their fingertips with this convenient, beautifully bound book! **Note:** this rulebook is not signed by the creator. Scheduled to ship in October 2017. UPI 40197......PI



TROLLBLOOD VALKA CURSEBORN. **CHIEFTAIN OF THE NORTH SOLO** (RESIN/METAL)

PIP 71116\$17.99

HORDES

Scheduled to ship in December 2017.



TROLLBLOOD DIRE TROLL BRAWLER **HEAVY WARBEAST (RESIN)** PIP 71118\$34.99

NO QUARTER PRIME #2

PIP NQP02\$9.00

<u>WARMACHINE</u> Scheduled to ship in December 2017.



CONVERGENCE OF CYRISS EMINENT CONFIGURATOR ORION WARCASTER (WHITE METAL)

PIP 36031\$19.99



CRYX AGRIMONY, CRONE OF THE **DYING STRAND CHARACTER SOLO** (WHITE METAL)

PIP 34138\$13.99

CYGNAR LIEUTENANT BASTION FALK - GUN MAGE CHARACTER SOLO (WHITE METAL)

PIP 31128\$11.99

KHADOR KAPITAN SOFIA SKIROVA **BLACK DRAGON CHARACTER SOLO** (RESIN/WHITE METAL)

PIP 33126\$14.99



GASTONE CROSSE WARCASTER (WHITE METAL) PIP 41135\$14.99

KILLER BUNNIES QUEST YELLOW BALL WITH A RED STRIPE

After mysterious appearances in several Killer Bunnies Quest cards over the years, this fun, bouncy ball finally exists in three-dimensions! The Yellow Ball with a Red Stripe is approximately 3" in diameter. Scheduled to ship in October 2017.



POKÉMON USA



POKÉMON TCG: SHINING LEGENDS PIN COLLECTION - ZOROARK

Zoroark slinks through the shadows, protected by a cloak of illusion! With this Shining Legends Pin Collection, you get Zoroark as a never-before-seen foil promo card and an awesome collector's pin, plus three Pokémon TCG: Shining Legends Booster Packs and a code card for the Pokémon Trading Card Game Online. PUI 80342......PI

PRIVATEER PRESS

HORDES



TROLLBLOOD KOLGRIMA STONETRUTH, WINTER WITCH WARLOCK (RESIN/METAL)

PIP 71117\$24.99

TROLLBLOOD NORTHKIN BEAR **HANDLER & BATTLE BEARS UNIT** (RESIN/METAL)

PIP 71 109\$44.99



TROLLBLOOD NORTHKIN ELDER **COMMAND ATTACHMENT (RESIN)** PIP 71115\$17.99



TROLLBLOOD NORTHKIN RAIDERS **UNIT ATTACHMENT (RESIN/METAL)** PIP 71110\$84.99

TROLLBLOOD NORTHKIN THEME BOX

PIP 71119\$189.99



SKORNE PRIMUS JALAAM VENATOR WARLOCK (WHITE METAL)

UPI 40196.....PI

CIRCLE ORBOROS WOLD WIGHT

LIGHT WARBEAST (RESIN) PIP 72103\$11.99



LEGION OF EVERBLIGHT ICE WITCHES UNIT (3) (RESIN/WHITE METAL) PIP 73100\$24.99



MINIONS FARROW VALKYRIES UNIT (3) (RESIN/WHITE METAL) PIP 75068\$27.99



PIP 74105\$17.99

54



Party People Games



Double Vision (PUB/PPG1001) Ages 18+

Award winning splash resistant 4-8 player game where players can join anytime. Updated rules online. Go to bars, answer trivia, perform party tricks, fulfill resolutions, and talk in character to win. Includes all items shown below.







Double Play App







(PUB/PPG4001) Ages 8+ Tossers

Waterproof 2-12 player game. Toss beads at the chosen container to win. Download Double Play app for rules and score keeper. Includes 12 beads, container, and stickers. Game plugs into Party People and Double Vision.





Party People

Waterproof 2-20 player game. The Judge makes up a scenario and players have to talk to each other in character. Download Double Play app for rules and timer. Includes 20 name tags and 8 beads. Games plug into Double Vision. Holiday Edition (PUB/PPG3001) Ages 8+ Sexy Edition (PUB/PPG3003) Ages 18+















Double Play

Waterproof 3-21 player games. The Judge listens while players give answers to the card in play. Decks include 108 cards. Download Double Play app for rules and timer. Decks plug into all Double Play titles and Double Vision.

(PUB/PPG2005) Ages 8+ Cement Shoes (PUB/PPG2007) Ages 8+ Dodgeball Gangsters & Rats (PUB/PPG2006) Ages 8+

Group Sex Gorilla Warfare

(PUB/PPG2010) Ages 18+ Genius or Drunk (PUB/PPG2011) Ages 18+ (PUB/PPG2009) Ages 18+













NAME





RETRIBUTION OF SCYRAH HARPY LIGHT WARJACK (WHITE METAL)



RETRIBUTION OF SCYRAH SIREN LIGHT WARJACK (RESIN/WHITE METAL)

PIP 35089\$22.99



THE PROTECTORATE OF MENOTH CHAMPION OF THE ORDER OF THE WALL DRAGOON (RESIN/WHITE METAL)

PIP 32128\$29.99

WARMACHINE



CYGNAR TRENCHER BLOCKHOUSE STRUCTURE (RESIN)

PIP 31136\$59.99



CYGNAR TRENCHER COMBAT ENGINEERS UNIT (RESIN/METAL) PIP 31135\$24.99



CYGNAR TRENCHER COMMANDO **OFFICER COMMAND ATTACHMENT** (RESIN/METAL)

PIP 31138\$11.99



CYGNAR TRENCHER EXPRESS TEAM UNIT (RESIN/METAL)

PIP 31137\$24.99



PROTECTORATE OF MENOTH JUDICATOR/REVELATOR **COLOSSAL KIT (PLASTIC)**

PIP 32108\$109.99

QUICK SIMPLE FUN



Welcome to Noxford, a timeless city of crime and clockwork. As the head of a shady syndicate, you'll rely on your lieutenants and henchmen to spread your influence throughout the city's many districts and winding streets. Avoid the town watch, position the members of your gang at every corner and, most importantly, profit! Battle for influence in the steampunk streets of *Noxford!* Scheduled to ship in October 2017 QSF 177627\$15.99

Q-WORKSHOP

CALL OF CTHULHU Scheduled to ship in February 2017.



DICE SET METAL (7)

QWS SMCT35.....PI

CALL OF CTHULHU Scheduled to ship in December 2017.



THE OTHER GODS DICE SET AZATHOTH (7)

QWS SCTA08 PI



THE OTHER GODS DICE SET CTHULHU (7)

QWS SCTC60PI



THE OTHER GODS DICE SET HASTUR (7)

QWS SCT\$58......PI



THE OTHER GODS DICE SET **NYARLATHOTEP (7)**

QWS SCTN62.....PI

PATHFINDER DICE SETS (7)

Scheduled to ship in November 2017.



IRONFANG INVASION

QWS SPAT87 PI



RUINS OF AZLANT

QWS SPAT89 PI

PATHFINDER DICE SETS (7)

Scheduled to ship in December 2017.



STRANGE AEONS

QWS SPAT30 PI



VIKING DICE SET BEIGE/BROWN (7)

Scheduled to ship in February 2017. QWS SVIK87 PI

REAPER MINIATURES

CHRONOSCOPEScheduled to ship in September 2017.



BONES	ANTACTIC	EXPLORER		
DDD OOO	70		42	

RPR 80072\$2.79



RPR 80076\$3.29



BONES HILLBILLY RPR 80071\$2.79



BONES JAKE RYAN, HERO EXPLORER

.....\$2.79



BONES PULP ERA PROFESSOR



BONES VICTORIANS (3) RPR 80068\$8.29



BONES WILD WEST WIZARD OF OZ SCARECROW

RPR 80059\$2.79

DARK HEAVEN Scheduled to ship in September 2017.



BONES DWARF KING ON THRONE RPR 77570\$8.99



BONES KYRA & LAVARATH (DRAGON AND RIDER)

RPR 77557 \$19.99

DARK HEAVENScheduled to ship in November 2017.

BONES 2015 KICKSTARTER SOPHIE RPR 77491\$3.2	20
BONES BANDIT LEADER RPR 77507 \$2.7	
BONES BEHIR RPR 77492\$6.7	79
BONES BRAIN IN A JAR	

RPR 77493\$3.49



BONES BREGAN, VALKYRIE RPR 77489\$2.79



BONES DEATH STAR LILIES (2)	BONES LESSER STITCH
RPR 77504\$5.49	GOLEMS (2)
BONES DIRE BEAR	RPR 77500
RPR 77494\$3.99	BONES MARA FLORSTBLADE,
BONES DRAGON PLANT	ANTIPALADIN
RPR 77505\$3.99	RPR 77490\$2.79
	Ψ=,,
BONES EILLUVASHETH,	BONES MINOTAUR
SUCCUBUS QUEEN	RPR 77501\$3.49
RPR 77496\$2.99	
BONES FEMALE ONI	BONES MRS. BONES
RPR 77486\$3.29	RPR 77484\$2.99
BONES GREMLINS (4)	Μ.Κ. / / 404
RPR 77497\$3.99	
	BONES NAZEERA BLOODRAVEN
BONES GUTRAGS, STITCH GOLEM	RPR 77487\$2.99
RPR 77499\$4.99	
BONES GWYDDIS,	BONES SAPROLING WARRIOR
DWARF VALKYRIE	RPR 77495\$2.49
RPR 77481\$2.79	
DONES HASAR DWARVEN HERO	BONES SKARA, FEMALE SKOLI

RENEGADE GAMES STUDIOS



BONES HAGAR, DWARVEN HERO

BONES JUNGLE TITAN

BONES KOBOLDS (6)

RPR 77482\$2.79

RPR 77502\$6.29

RPR 77506\$3.99

CLANK! IN! SPACE!

The evil Lord Eradikus has all but conquered the galaxy, and is now on a victory lap across the sector in his flagship, Eradikus Prime. He may rule with an iron grip, but his most prized artifacts are about to slip through his cyborg claws. You and your fellow thieves have challenged each other to sneak aboard his ship, hack your way into its command module, and steal from him. Along the way, you'll recruit allies and snatch up extra loot. But, one false step and - Clank! - a careless noise draws the attention of Lord Eradikus! Hacking into his command module and stealing his

RPR 77488\$2.79

RPR 77503\$5.99

RPR 77498\$4.99

BONES TEMPLE DRAGON

BONES WEREARMADILLO

artifacts increases his rage. You'd better hope your friends are louder than you are if you want to make it to an escape pod and get out alive! *In! Space!* is a standalone adventure for Clank! A Deck-Building Adventure Game! Scheduled to ship in October 2017 RGS 00594\$60.00



THE NORTH SEA: EXPLORERS OF THE NORTH SEA

Set in the latter years of the Viking Age, players in Explorers of the North Sea are ambitious sea captains seeking out new lands to settle and control. They'll need to transport their crew among the newly discovered islands to capture livestock, construct outposts, and fulfill various other goals. So ready the longships, there's new horizons to explore! Scheduled to ship in November 2017. RGS 00586\$50.00



THE NORTH SEA: RUNESAGA

Build mighty longships, raid nearby settlements, navigate the wild seas, and discover new horizons in Runesaga, an epic expansion for The North Sea. In Runesaga, players progress through each chapter of The North Sea saga (Shipwrights, Raiders, and Explorers) as they compete to collect the most runestones to éarn the highly coveted title of Chieftain. Scheduled to ship in November 2017. RGS 00591\$25.00



THE NORTH SEA: SHIPWRIGHTS OF THE NORTH SEA

Set in the early years of the Viking Age (circa 900 AD), players in *Shipwrights of* the North Sea portray Viking shipwrights competing to build the greatest fleet on the North Sea. Players must collect oak, wool, and iron, as well as get other craftsmen on board to help. As you would expect, the township is filled with an array of characters, bad and worse. Better hope they're on your side! Scheduled to ship in October 2017.

RGS 00587\$50.00

TOPIARY

It's a fabulously sunny day – the perfect occasion for folks to visit the new topiary garden on the outskirts of town! Nothing spells a relaxing weekend like enjoying sculptures created with the assistance of nature herself. The garden can get quite crowded at times, though, so it's up to you to make sure your visitors have a good experience with these beautiful botanicals. You'll want to place your visitors in the best positions along the outer edge of the garden and rearrange the sculptures strategically to give them the most spectacular view of the landscape! Scheduled to ship in January 2018.

RGS 00599PI



OFFERED AGAIN



O/A CLANK! A DECK-BUILDING **ADVENTURE**

Burgle your way to adventure in Clank!, the new deck-building board game. Sneak into an angry dragon's mountain lair to steal precious artifacts. Delve deeper to find more valuable loot. Acquire cards for your deck and watch your thievish abilities grow. Be quick and be quiet. One falsestep and - CLANK! Each careless sound draws the attention of the dragon, and each artifact stolen increases its rage. You can only enjoy your plunder if you make it out of the depth's alive!

RGS 00552\$60.00



O/A THE FOX IN THE FOREST

The Fox in the Forest is a trick-taking game where players utilize the special abilities of the Fairy Tale characters to change the trump suit and even take the lead after you lose a trick. Score points by winning more tricks than your opponent, but don't get greedy! Win too many tricks, and you`ll fall like the villain in so many fairy tales! RGS 00574\$15.00



O/A FLATLINE: A FUSE AFTERSHOCK GAME

A cooperative dice game set in the FUSE universe, players in Flatline must roll their dice and work to combine them with other players in order to properly treat arriving patients. Every round, players are racing against a one-minute timer, and must deal with the needs of each wounded crew member, as well as other emergencies within the ER. Time is running out! RGS 00565\$50.00





O/A FUSE

Intruders have made their way on to your ship! Their goal: Total Destruction! Twenty bombs have been detected onboard, and the countdown has begun. Your elite Bomb Defusal Team (BDT) has been called to neutralize the threat. Does your team have what it takes to work through the intricacies of the bombs and defuse them in time? You'd better get moving, because this game will self-destruct in 10-minutes... FUSE is a real-time, cooperative dice game where players work together to quickly save their ship from impending doom! RGS 00504\$30.00



O/A LOTUS

RELIQUARY GAME STUDIOS

How Does Your Garden Grow? Lotus is a beautiful game that grows into a unique work of art every time you play. Clear your mind and take in the quiet strength of the Lotus garden. It takes skillful care and nurturing to grow these flowers to their full potential, but once picked they provide their owner with wisdom. But, beware! There are others who will do anything to get their hands on these mystical flowers. You'll need to enlist the help of creatures native to this land to take control of the Lotus garden and achieve true enlightenment.

RGS 00527\$30.00

CLOCKWORK RPG: THE CABINET OF

CURIOSITIES - A SOURCEBOOK OF

The Cabinet of Curiosities is a collection of

magic, technology, combat techniques, and other items of interest for use with the Clockwork Roleplaying Game. Those seeking mystical knowledge will find more spells, magical tenditions a middle techniques.

traditions, a guide to astral travel, and the dark

art of sorcery. Technophiles will discover more

weapons, rulés for vehicular combat, mechanical

marvels, new functions for item creation, and

a history of both the most amazing inventions of the century and the prodigies and madmen who created them. Every fine gentleman and

lady will find more character options, expanded conflict rules, and new ways to adventure in the Clockwork. Scheduled to ship in October 2017.

.....\$24.99

MAGIC AND TECHNOLOGY



BROADHORNS

In *Broadhorns*, players take on the role of merchants based in St. Louis, financing cargo expeditions down the Mississippi River during the early part of the 19th century. Scheduled to ship in October 2017.

RGG 544 PI



DOMINION: NOCTURNE

You've always been a night person; lately you've even considered becoming a vampire. There are a lot of advantages: you don't age, you don't have to see yourself in mirrors anymore, if someone asks you to do something you can just turn into a bat, and then say, sorry, I'm a bat. There are probably some downsides though. You always think of the statue in the town square that came to life and now works as the tavern barmaid. The pedestal came to life, too, so she has to hop around. The village blacksmith turns into a wolf whenever there's a full moon; when there's a crescent moon, he turns into a chihuahua. That's how this stuff goes sometimes. Still, when you breathe in the night air, you feel ready for anything. A 500-card expansion for Dominion, Nocturne comes with 33 new Kingdom cards, and introduces new Night cards, which are played after the ship in October 2017.

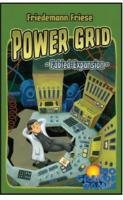


EPOCH

Award-winning game author Martyn F takes you back to the start of civilization in Epoch, as players take on the role of clan leaders exploring the landscape, discovering new tools, and gathering offerings to holy places. Scheduled to ship in November 2017.

EPOCH

RGG 542PI



POWER GRID: FABLED CARDS

The Fabled Expansion offers completely new experiences for both the Power Grid and Power Grid Deluxe base games through the Fable Game System introduced in Fabled Fruit. With two pre-sorted Fable Decks, the players are confronted with exciting challenges in different campaigns on the maps of USA, Germany, Europe, or North America. Scheduled to ship in November 2017.

RGG 548\$15.95

STEAMFORGED GAMES

GUILD BALL



BLACKSMITH'S GUILD DICE

SFG B03-035PI



BLACKSMITH'S GUILD FORGED FROM STEEL

SFG B03-028PI



MASONS & BREWER **TERRAIN PACK**

SFG B03-034



HIGHLAND SPIRITS: A STORYBOOK AND SETTING GUIDE

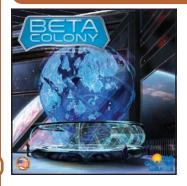
REL 1013.....

Highland Spirits provides a Narrator with riigniana Spirits provides a Narrator with plot, character, and setting information for a nine-installment story. Caught in a web of ancient politics, the characters must travel from the Highlands of Scotland to the edge of the Outer Darkness and navigate alliances with fey, spirits, and fallen angels that will determine the fate of reality itself. Scheduled to ship in December 2017.



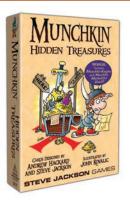
REL 1014.....\$17.99

RIO GRANDE GAMES



BETA COLONY

Lead your colonists to glory and become the first leader of Victus in Beta Colony! Compete to establish outposts and collect the much-needed resources and building material to produce and erect colonization pods, defense stations, science and tech towers, living quarters, agriculture units, and water treatment centers so that your people can prosper and begin life anew on the varied terrain of Victus. Scheduled to ship in October 2017. RGG 545 PI



MUNCHKIN: HIDDEN TREASURES SPECIAL EDITION

78 cards, previously only avaliable in our online stores, in one east-to-purchase set. This verion of Munchkin: Hidden Treasures also includes two bonus booster packs, Munchkin: Kinghts and Munchkin: Marked for Death!

SJG 1507M...



MUNCHKIN: PLAY MAT - THE FLOWER OF LOVE (KATIE COOK)

In Munchkin, as in love, if you play your cards right you'll get ahead. The Munchkin Play Mat: The Flower of Love makes it easy by providing a special spot for each of your cards on the table (there may even be space for all the chocolates and roses be space for all the chocolates and roses you'll hopefully receive for Valentine's Day). You'll be smitten with this Play Mat featuring art by Katie Cook - and it might just save your life with its bonus rule! Once per game, you may play a monster from your hand to add its Level to your side in combat by discarding the number of Treasures printed on its card. Scheduled to Treasures printed on its card. Scheduled to ship in December 2017.

SJG 5612.....\$16.95



MUNCHKIN: VALENTINE'S DAY MONSTER BOX (KATIE COOK)

Do you and your sweetheart have lots of Munchkin stuff? Do you want a way to bring it on your romantic picnic? Then this Monster Box fully adorned with adorable art by Katie Cook holds the answer to your heart's desires! You'll have plenty of room to lovingly care for more than 2,000 Munchkin cards, a Level Playing Field, some Seals and Dungeons, and all your other alluring *Munchkin* swag. Scheduled to ship in December 2017.

SJG 5608.....\$29.95



MUNCHKIN COLLECTIBLE CARD **GAME: BOOSTER DISPLAY (24)**

Add a boost to your Munchkin Collectible Card Game with these 12-card boosters packed in 24-count displays. Scheduled to ship in February 2018. NOTE: This item is sold to retailers in full displays. Please contact your retailer for availability. SJG 4501-D\$94.80

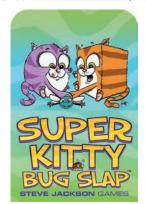


MUNCHKIN COLLECTIBLE CARD GAME

Featuring art by John Kovalic, Mike Luckas, Katie Cook, Lar DeSouza, Ian McGinty, Tom Siddell, and Shane White, each Munchkin Collectible Card Game Starter Set contains two pre-constructed, opposing Hero Decks, two level counters, 40 tokens, one die, two Run Away markers, and a Booster Pack. Scheduled to ship in February 2018.

CLERIC/THIEF STARTER

CLERIC/ ITILE SIARIER	
SJG 4504	\$24.95
RANGER/WARRIOR STARTER	
SJG 4503	\$24.95
WIZARD/BARD STARTER	
SJG 4502	\$24.95



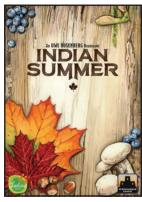
SUPER KITTY BUG SLAP

The fastest paws win! Grab the coolest cats you can find for some bug-slappin' action in Super Kitty Bug Slap, a speedy card game of swift thinking and quick paws! Scheduled to ship in December 2017. SJG 1569.....\$6.95



GIO

STRONGHOLD GAMES



INDIAN SUMMER

The follow up to Cottage Garden, Indian Summer is the second game in Uwe Rosenberg's puzzle trilogy. Scheduled to ship in December 2017.

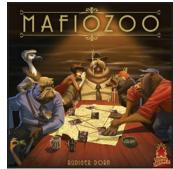
PSÍ SG-8032\$59.95



NORIA

A new era is looming on the horizon! The future of Noria is right in front of you, and you must guide your flourishing frading empire into prosperity. Discover flying islands, buy ships, and build factories. Invest in prestigious projects and secure their success by passing on secret knowledge to politicians. For even above the clouds, there's still room for improvement. Noria is the debut title from designer Sophia Wagner, recipient of the Spiel des Jahres fellowship in 2015. Scheduled to ship in December 2017. PSI SG-8031\$79.95

SURFIN MEEPLE

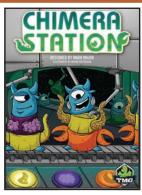


MAFIOZOO

Scheduled to ship in December 2017. PSI SMPMIA001\$50.00

Scheduled to ship in December 2017. PSI SMPXIA001\$49.99

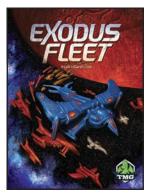
TASTY MINSTREL



CHIMERA STATION

It doesn't take brains for workers in the intergalactic commerce hub *Chimera*Station to perform their tasks - but, we'll splice 'em with additional ones, plus claws, tentacles, and other parts to give them an edge over your rivals! Collect resources and build modules to open new strategic and tactical opportunities to get a leg above the competition to construct and take command of Chimera Station! Scheduled to ship in October 2017.

TTT 1015......\$59.95



EXODUS FLEET

What's left of civilization on this planet is being cut into portions by those most prone to cutting. Those of us who want something better...we'll find it somewhere else. Exodus Fleet features resource management and tableau building mechanisms along with a highly interactive system of role selection and bidding in which players compete to and blading in which players compete to hire miners, spaceship builders, and other groups to piece together their own fleet to escape a dying Earth. Scheduled to ship in October 2017.

TTT 1018......\$59.95

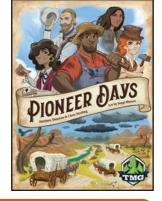


HARVEST

Mind the fields of Gullsbottom! Plant and fertilize your seeds, tend your crops, and utilize the various buildings at your disposal. You'll need to work smarter, not harder, as harvest season is coming to an end! Who will have the best harvest this year? Will it be you? Scheduled to ship in October 2017. TTT 3013.....\$39.95

PIONEER DAYS

Saddle up and guide your wagon train along the perilous Oregon Trail! Build a team of hardy folk and gather resources and equipment with a unique dice drafting system. But, dangers await in the dice you don't choose! Hire townsfolk, buy wagons, pan for gold, and take on cattle - all while preparing for inevitable raids, storms, and famine. Face the perils of the wild frontier and lead your wagon train to victory in Pioneer Days! Scheduled to ship in October 2017. TTT 1019......\$59.95



ULISSES-SPIELE



TORG ETERNITY RPG: CORE RULES HARDCOVER

The Possibility Wars Begins Anew! Raiders from other realities have arrived on Earth and and where they rule the laws of physics warp to form strange, new landscapes! The High Lords came from other 'cosms', other realities conquerors joined together to steal the Earth's living energy... to consume its very Possibilities! Each Reality Raider brought his or her own reality - from the dark fantasy of Aysle, the technological oppression of the Cyberpapacy, and the savagery and exploration of the Living Land, to the diabolical pulp villains of the Nile Empire, the Gothic horror of Orrorsh, the action and intrigue of Pan-Pacifica, and the terrifying, demon-ruled wasteland of Tharkold! The

demon-ruled wasteland of Tharkold! The High Lords impose their reality and transform everything within, draining the Earth of its Possibilities in the hopes that one of them will become an ancient and all-powerful being called the "Torg!" In Torg Eternity, you play Storm Knights - defenders with the power to bend the fabric of reality - who resist the invading High Lords at every turn! Torg Eternity contains all the core rules for the game, secrets about the invaders, details about the first 90 days of the attack, and advice for new Game Masters. All seven attacking cosms and Core Earth are also portrayed within, along with the special abilities and gear that Storm Knights from all the realms need to get into the action! Scheduled to ship in January 2018.

PZO ULIUNA10000\$49.99

TORG ETERNITY RPG: DAY ONE HARDCOVER

All across the world the maelstrom bridges land, heralding the invasion of the High Lords. Experience the chaos and uncertainty of the opening minutes of the Possibility Wars first hand with Day One, an adventure sourcebook for Torg Eternity. Gain new insight about each cosm as they first arrive on Core Earth, and discover clues about the High Lords' methods and plans. Play an inexperienced hero as they undergo their 'Moment of Crisis' and become a Storm Knight. Day One introduces seven adventures spanning the cosms with pregenerated characters that let you jump right into the action, plus new foes, threats, vehicles, and advice for adapting the Day One stories to your own campaign. Scheduled to ship in January 2018.

PZO ULIUNA10004\$29.99

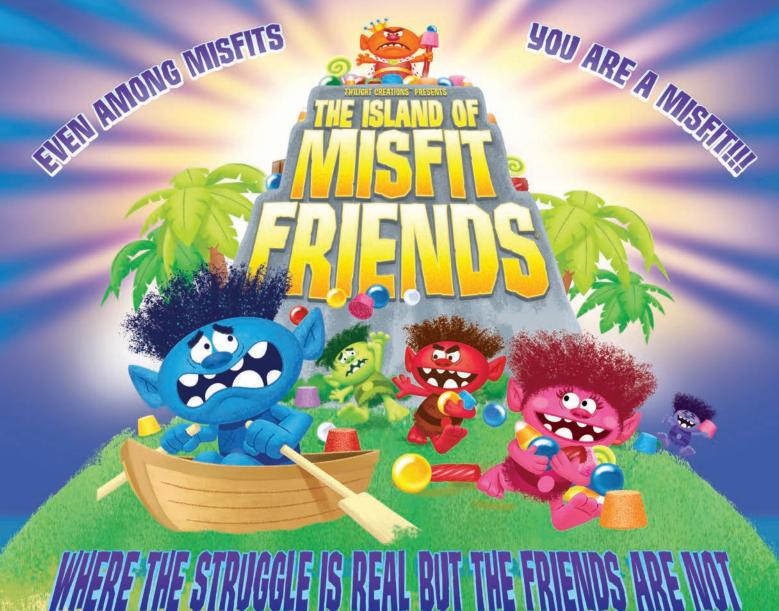




TORG ETERNITY RPG: DELPHI **MISSIONS - RISING STORM HARDCOVER**

The Delphi Council Needs You! This first series of dangerous missions designed to enhance any Torg Eternity campaign adds opportunities (and complications) to the Storm Knight's lives. Rising Storm features eleven adventures that span all the cosms of the Possibility Wars. Scheduled to ship in January 2018.

PZO ULIUNA 10007 \$24.99



ISLAND LIVING WAS YOUR DREAM - AN ISLAND FULL OF FRIENDS AND A KING WHO YOU THOUGHT WAS FAIR AND KIND. BOY, WERE YOU WRONG, WHEN CANDY WAS DISCOVERED ON THE ISLAND, THE KING GOT GREEDY AND YOUR FRIENDS GOT MEAN AND SPITEFUL. NOW YOU WANT OFF THE ISLAND.

THE KING WILL FIGURE OUT YOUR OBJECTIVE ONCE SOMEONE LEAVES THE ISLAND, BE THE FIRST AND THE ONLY...

Manipulate the Board to get three candies in a row to collect the candy, Bribe the islanders to get wood, cloth, tools and rope, and hopefully get off the island, But watch out for the king.

He Has Ouite the temper!

Matter of Fact, everyone wants off the Island.

Gavie Contains:

6 Plastic "Friend" Figures 60 cardboard candy tokens 18 Player Movement cards

18 PLASET MOVER 32 GOAL CAPDS 50 EVENT CAPDS 1 GAMEBOARD ONE DIE FOR 2-6 PLAYERS 45-60 Minutes AGES 8+

- RELEASE DATE: SEPTEMBEP 2017 - PRODUCT CODE: TLC 3920 - UPC: 823973039204 - SRP: 34.99

> WWW.TWILIGHTCREATIONSING.COM KERRY@TWILIGHTCREATIONSING.COM



Where Fun Comes To Life



TORG ETERNITY RPG: DICE PACK

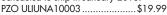
This blister pack contains two d20 and four six-sided 'bonus dice', as well as three card inserts useful for keeping track of 'exploding' dice when a 10 or 20 result allows for another die to roll and add. Scheduled to ship in January 2018.

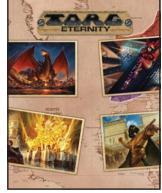
PZO ULIUNA10001\$9.99



TORG ETERNITY RPG: DRAMA DECK

The Drama Deck features three decks of cards designed to enhance your Torg Eternity campaigns. Drama cards Torg Eternity campaigns. Drama cards set initiative, add exciting conditions to encounters, and control pacing by rewarding certain types of actions. Chases and Dramatic Task Resolution are moderated by the cards, including the appearance of deadly dilemmas. Destiny cards are a powerful tool for players, allowing Storm Knights to perform amazing feats, transcend the laws of reality or even introduce new story. of reality, or even introduce new story elements into the game. Newly included are Cosm cards representing the seven invading worlds and Core Earth. Each card reinforces the themes and elements of that cosm's reality, adding complications for an offered reward, or simply being helpful (or harmful) to the Storm Knights. Scheduled to ship in January 2018.





TORG ETERNITY RPG: GM SCREEN

This three-panel GM Screen offers beautiful art and Core Earth's World Laws for players on the outside, and the charts, tables, and modifiers from the core rules for the GM on the inside. Also included are 16 full-color, fully playable characters representing Storm Knights from across the realms of Torg Eternity. Scheduled to ship in January 2018.

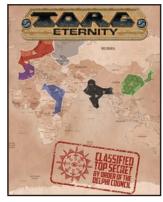
PZO ULIUNA10002\$24.99



TORG ETERNITY RPG: POSSIBILITIES

Introducing twenty unique Possibility tokens designed to add flavor and style to your game of Torg Eternity. Scheduled to ship in January 2018.

PZO ULIUNA 10005



TORG ETERNITY RPG: **POSTER MAP**

Track the progress of the Possibility Wars in your *Torg Eternity* campaigns with this double-sided, dry-erase map of Core Earth revealing all the invasion zones across the planet. One side of the map features the zones as they exist on Day 90, while the other features the zones during the first day of the war. Scheduled to ship in January 2018.

PZO ULIÚNA10006\$14.99

ULTRA PRO INTERNATIONAL



BASEBALL CLEAR SQUARE HOLDER (4-PRONG)

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COLLECTORS DELUXE CARRYING CASE: SILVER WITH RED TRIM

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OVERSIZED DECK PROTECTORS: BLACK (40)

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ICONIC MASTERS PRO-BINDER UPI 86607	P
STANDARD DECK PROTECTOR SLEEVES - CARD BACK (80) UPI 86605	
PRO 100+ DECK BOX UPI 86606	Pl
V1 PLAY MAT UPI 86608	P
V2 PLAY MAT UPI 86609	P
V3 PLAY MAT UPI 86610	P
V4 PLAY MAT UPI 86611	
V5 PLAY MAT UPI 86612	
V6 PLAY MAT UPI 86613	
MAGIC THE GATHERING	
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MERFOLK VS GOBLIN PLAY MAT (24" X 24") UPI 86705	P
MERFOLK VS GOBLIN DUEL DECK BOX UPI 86650	P
ABACUS LIVE COUNTER - GOLD UPI 86591	
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MAGIC THE GATHERING: UNSTABLE	

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 V2 DECK PROTECTOR SLEEVES (120) UPI 86675
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 V1 PRO 100+ DECK BOX UPI 86680PI V2 PRO 100+ DECK BOX UPI 86681PI V3 PRO 100+ DECK BOX UPI 86682PI **PLAY MAT 6**' UPI 86687PI V1 PLAY MAT UPI 86683......PI **V2 PLAY MAT** UPI 86684......PI V3 PLAY MAT UPI 86685......PI **V4 PLAY MAT** UPI 86708......PI

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MAGIC THE GATHERING: RIVALS OF IXALAN Scheduled to ship in December 2017.

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V2 DECK PROTECTOR SLEEVES (80) UPI 86653	PI
V3 DECK PROTECTOR SLEEVES (80) UPI 86654	PI
V1 PRO 100+ DECK BOX UPI 86658	PI
V2 PRO 100+ DECK BOX UPI 86659	PI
V3 PRO 100+ DECK BOX UPI 86660	PI
PLAY MAT 6' UPI 86665	PI
PLAY MAT 8' UPI 86666	PI
V1 PLAY MAT UPI 86661	PI
V2 PLAY MAT UPI 86662	PI
V2 PLAY MAT UPI 86662	PI

V3 PLAY MAT UPI 86663......PI



Ultra-PRO Great new games for the summer!

















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- · Shadow Blocks
- Fightin' Words

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- Road Hog
- Flag Dash
- 13 Minutes



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DARK STEEL (17ML)

DEEP BLUE (17ML)

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ELECTRIC BLUE (17ML)

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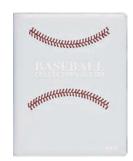
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MAGNIFIER TWEEZERS

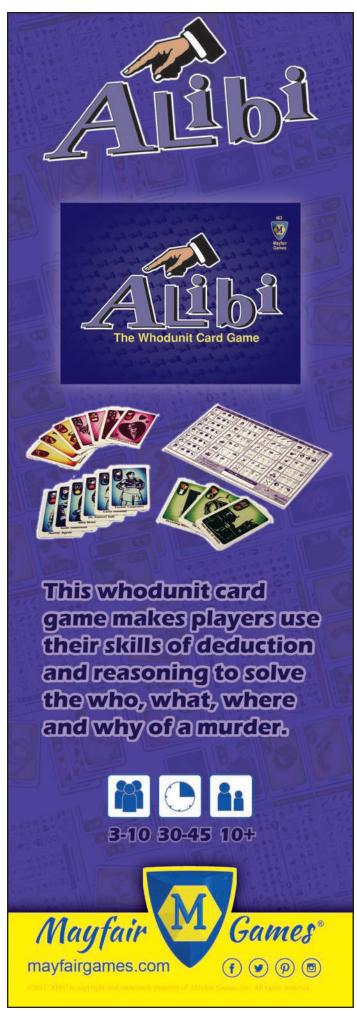
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SET OF 5 DIAMOND NEEDLE FILES VAL T03002\$18.06



SOFT GRIP CRAFT KNIFE NO. 1 WITH #11 BLADEVAL T06007\$8.17

VICE GAMES



COME TOGETHER

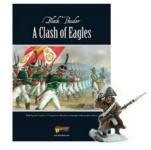
Find your secret match in Come Together! Adults Only. Scheduled to ship in October 2017. GGD VAG005......PI



KAMASUTRA: THE GAME

WARLORD GAMES

BOLT ACTION



A CLASH OF EAGLES
WLG 301010002......PI



FRENCH IMPERIAL GUARD FOOT ARTILLARY FIRING 12-PDR WLG 303012017......PI



FRENCH IMPERIAL GUARD FOOT ARTILLARY FIRING 6-PDR WLG 303012015......PI



FRENCH IMPERIAL GUARD FOOT ARTILLARY FIRING HOWITZER WLG 303012019......PI



POLISH LINE LIGHT HORSE LANCERS WLG 302212001PI



POLISH VISTULA LEGION
WLG 3020118011.....PI



PRUSSIAN LANDWEHR REGIMENT WLG 302012501PI



BRITISH A34 COMET HEAVY TANK WLG 405101001PI



GERMAN KING TIGER PLATOON WLG 402012019......PI



GERMAN OPEL BLITZ/MAULTIER WLG 402012018......PI

BOLT ACTIONScheduled to ship in September 2017.



GERMAN SD.KFZ 184 ELEFANT HEAVY TANK DESTROYER WLG 402412008......PI



PIN MARKERS WLG 999000001 PI



SOVIET IS2 PLATOON

WLG 402014006.....



TANK WAR GERMAN STARTER SET

WLG 402012050.....PI



SOVIET KV1/2 PLATOON

WLG 402014005......PI



TANK WAR SOVIET STARTER SET

WLG 402014050......PI



TANK WAR BRITISH STARTER SET

WLG 402011050......PI



TANK WAR US STARTER SET

WLG 402013050......PI



US M21 MORTAR CARRIER HALF-TRACK

WLG WBG-AI-507PI

TEST OF HONOUR



BANDITS AND BRIGANDS

WLG 762210002......PI



BANDITS AND BRIGANDS SWORDSMEN

WLG 763010002......PI

WIZKIDS/NECA

TEENAGE MUTANT NINJA TURTLES HEROCLIX: **UNPLUGGED DICE & TOKEN PACK**

The Teenage Mutant Ninja Turtles: Unplugged HeroClix Dice & Token Pack contains two custom dice featuring special logos and six action tokens. Scheduled to ship in March 2018.

WZK 73076.....\$9.99

TEENAGE MUTANT NINJA TURTLES HEROCLIX: **UNPLUGGED FAST FORCES**

Designed for quick play and easy team building for both tournaments and casual games, the Teenage Mutant Ninja Turtles HeroClix: Unplugged Fast Forces Pack contains five HeroClix figures with all-new dial designs and new bystander tokens! Scheduled to ship in March 2018.

WZK 73213.....\$16.99

TEENAGE MUTANT NINJA TURTLES HEROCLIX: **UNPLUGGED GRAVITY FEED DISPLAY (24)**

Teenage Mutant Ninja Turtles HeroClix: Unplugged features fan-favorite characters in never-before-seen ways, including Leonardo, Michaelangelo, Donatello, Raphael, and TMNT villains like Shredder. General Traag, and Lieutenant Granitor! Offered in single figure foil packs, Teenage Mutant Ninja Turtles HeroClix: Unplugged features more than 30 characters spanning the rich history of the TMNT franchise! Scheduled to ship in March 2018.

WZK 73211\$71.76

WYRD MINIATURES

MALIFAUX



ARCANISTS KANDARA

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ARCANISTS STEAMFITTERS WYR 20348\$24.00

BROKEN PROMISES UPGRADE DECK

WYR 20039\$12.00



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OUTCASTS THE	
MIDNIGHT STALKER	
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RESURRECTIONISTS ASURA ROTEN
WYR 20245\$21.00

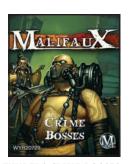


SPELL DECKWYR 30405\$20.00



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TEN THUNDERS TANUKI WYR 20728\$18.00



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MALIFAUX: THALARIAN QUELLER WYR 20137\$18.00



THROUGH THE BREACH RPG:
PENNY DREADFUL A STITCH IN TIME
WYR 30207\$25.00

SPETLIGHT ON



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ABYSSINIA ALLEGIANCE BOX

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WYR 40251 PI

KINGS EMPIRE ALLEGIANCE BOX

WYR 40101 PI

YY CARD WORLD



CARDFIGHT VANGUARD TCG: MESSIAH DRAGON OF REBIRTH

The Messiah Dragon of Rebirth Trial Deck for the Cardfight Vanguard Trading Card Game features Kouji Ibuki using Link Joker, as well as an all-new Grade 3 Messiah and reissues of Alter Ego Messiah and Destiny Dealer. Scheduled to ship in November 2017. NOTE: This item is sold to retailers in full displays. Please contact your retailer for availability.

TRIAL DECK DISPLAY (6)YCW 403906-DPI



CARDFIGHT VANGUARD TCG: RONDEAU OF CHAOS AND SALVATION BOOSTER DISPLAY (12)



CARDFIGHT VANGUARD TCG: RONDEAU OF CHAOS AND SALVATION KIT

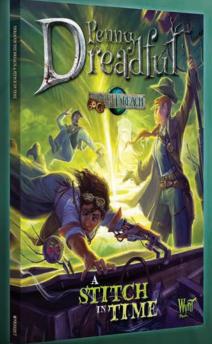


CARDFIGHT VANGUARD TCG: ULTIMATE STRIDE BOOSTER DISPLAY (20)

Aqua Force! Angel Feather! All-new Grade 3 Gavrail! Rescue Checks! The Ultimate Stride expansion for the Cardfight Vanguard Trading Card Game contains Super Power ups for Popular Units Overlord, Gurguity Yasuie, and Gaia! Scheduled to ship in December 2017. NOTE: This item is sold to retailers in full displays. Please contact your retailer for availability.



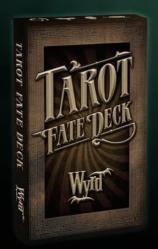




PENNY DREADFUL

A STITCH IN TIME STE

WYR30207



TARUT FATE DECK \$16



SPELL DECK \$15

Wyrd

WYRD-GAMES.NET

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CARDFIGHT VANGUARD TCG: ULTIMATE STRIDE KIT

Each Ultimate Stride Kit for the Cardfight Vanguard Trading Card Game comes with 39 booster packs, eight promotional cards, and two premium rubber Play Mats. Scheduled to ship in December 2017. NOTE: This item is sold to retailers in full displays. Please contact your retailer for availability.

YCW 403999.....PI



DRAGOBORNE TCG: OATH OF BLOOD BOOSTER DISPLAY (20)

War has begun, one in which every nation has a stake. And in order to gain an advantage, alliances have been formed. Some move with a purpose born of strong belief, some based on personal whim. The trick is to figure out who's out to get you killed! Oath of Blood, the second booster expansion for the *Dragoborne Trading*Card Game, features cards from all five colors, allowing players to build all sorts of decks. 8 cards per pack / 20 packs per display. Scheduled to ship in November 2017. NOTE: This item is sold to retailers in full displays. Please contact your retailer for availability.



YCW 403944.....PI

DRAGOBORNE TCG: OATH OF BLOOD KIT

Each Oath of Blood Kit for the Dragoborne Trading Card Game comes with 55 booster packs, eight promotional cards, one Holo promotional card, and two premium rubber Play Mats. Scheduled to ship in November 2017. **NOTE:** This item is sold to retailers in full displays. Please contact your retailer for availability. YCW 403951 PI



Join Aqua and Megumin as Kazuma's party has finally reached the English Edition of the Weiss Schwarz Trading Card Game! Scheduled to ship in August 2017. NOTE: This item is sold to retailers in full displays. Please contact your retailer for availability.

TRIAL DECK DISPLAY (6)





DRAGOBORNE TCG: REAPER'S GIFT

As war rages on and the depths of hell are filled to the brim, the reaper has decided to grant a lucky few an opportunity for escape. Wouldn't you want to fight without the fear of an abrupt end in death? Of course you would, but everything has a cost. With the Reaper's Gift deck, you have a personal line with the angel of death, himself! The Reaper's Gift Trial Deck comes with everything a player needs to play the Dragoborne Trading Card Game, including a 53-card deck, three dice, a paper playmat, and a rulebook. Scheduled to ship in November 2017. NOTE: This item is sold to retailers in full displays. Please contact your retailer for availability.

TRIAL DECK DISPLAY (6) YCW 403937-DPI

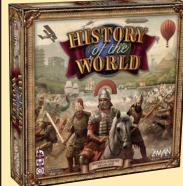


FORCE OF WILL TCG: REIYA CLUSTER - ADVENT OF THE DEMON KING **BOOSTER DISPLAY (36)**

Highlighting design elements that ensure easy and accessible draft play, Advent of the Demon King, the second expansion for the Reiya Cluster block for the Force of Will Trading Card Game, features a 163 card set offered in 10-card boosters are to the count display. packed in 36-count displays. display box includes one 5-card J/ruler pack and a 30-card basic Magic Stone pack. Scheduled to ship in December 2017. NOTE: This item is sold to retailers in full displays. Please contact your retailer for availability. YCW 524598.



: (1 를 D)



HISTORY OF THE WORLD

Take a ride through humankind's history and forge your empire across five epochs in *History* of the World! Expand your reign as you command mighty empires at the height of their power from the dawn of civilization to the twentieth century - as great minds work toward technological advances, ambitious their inspire citizens, unpredictable calamities

while empires rise and fall. This remastered edition of History of the World contains a beautifully illustrated board, revised rules to streamline the experience, and everything you need to etch your

name in the annals of history. Scheduled to ship in December 2017. ZMG ZM005\$69.99

KINGSBURG

War is brewing as monstrous invaders gather on the far edges of the kingdom. Take command of a province on the border and make a name for yourself with Kingsburg, a game of citybuilding and courtly influence. In Kingsburg, you must influence the King's advisors and the royal family, itself, to gain the resources you need to build structures, improve your province, and defend it from ruthless invaders.



To prosper, you must outmaneuver your rival governors to gain the king's favor. Only one governor will ascend to the Royal Council, so gather your resources, construct your buildings, and prepare your province - the future of Kingsburg is in your hands! This updated edition of Kingsburg features all the modules from the To Forge a Realm expansion, as well as the brandnew 'Alternate Advisor Rewards' module, which adds more options for developing your province. Scheduled to ship in December 2017. ZMG KB03\$59.99



MAJESTY: FOR THE REALM

In Majesty: For the Realm, a strategy board game of kingdom-building set during the Middle Ages, players step into the shoes of a monarch seeking to gain power, commanding their subjects to complete tasks and help their kingdom prosper. Many monarchs will compete, but only one can reign supreme in Majesty: For the Realm! Scheduled to ship in December 2017.

ZMG ZH002.....\$39.99

FEATURED ITEM



MY FIRST STONE AGE: THE CARD GAME

Join Martin the mammoth and Guff the wolfhound as you hunt for the goods you need to build a primitive village in *My First Stone Age: The Card Game.* In this follow-up to the 2016 *Kinderspiel des Jahres* award winner, players use their memory skills to find the fish, arrowheads, berries, and other goods to to build huts and construct a thriving, prehistoric village. Scheduled to ship in December 2017.

ZMG ZM7266 \$14.99

FEATURED ITEM

PANDEMIC: RISING TIDE (STAND ALONE)

In the Netherlands, flooding from North Sea storms and overflowing rivers are a constant threat. Join the effort to keep the country safe in Pandemic: Rising Tide, a tense, new, standalone take on Pandemic. In Rising Tide, players join a team of Dutch civil officials striving to keep the ever-encroaching waters at bay. Sailing these water-filled regions, you need to build dikes to control water flow, ports to facilitate travel, and windmills to pump water out of flooded lands. Ultimately, only teamwork will help you keep the waters at bay long enough to build the modern hydraulic structures that will



help you defend against the flood. Scheduled to ship in December 2017. ZMG ZM7122\$49.99

ZVEZDA

GERMAN TANK MAUS

Scheduled to ship in August 2017.

ZVE 6213.....



SD.KFZ.173 JAGDPANTHER GERMAN TANK DESTROYER

Scheduled to ship in August 2017. ZVE 6183.....\$4.95



SOVIET HQ WINTER

Scheduled to ship in August 2017. ZVE 6231.....\$4.95





FIVE-YEAR MISSION

FROM THE TABLETOP TO TABLETOP

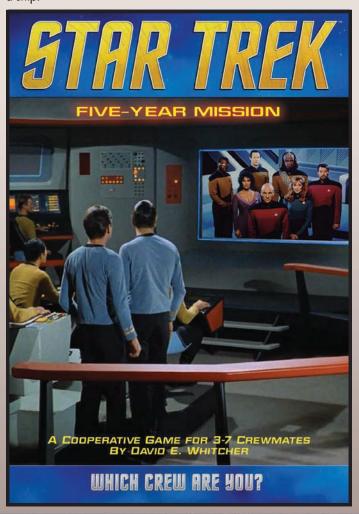
STAR TREK: FIVE YEAR MISSION

MFG 4139 \$35.00 |

Available Now!

Sometimes games, even very good games, can fade into obscurity. Then there are games that are popular over and over again, and different groups of players, or unique circumstances, conspire to reintroduce the game to more people. One of Mayfair's success stories is its cooperative game *Star Trek: Five-Year Mission*, which continues to attract new players.

Five-Year Mission started life as part of a game review at Protospiel Ann Arbor, an annual convention of game designers who attend the show to garner feedback and suggestions on designs that they're developing. David Whitcher, the designer of Five-Year Mission, played several sessions at the venue and received very positive reviews for the game, which had been themed as a British sailing vessel game, with players playing the roles of sailors on board a ship.





At the end of the show, David approached us and pulled us into a corner. "This game isn't really about ships," he mused, and pulled out a small packet of cards that revealed the *Star Trek* theme. Admiral Nelson became 'Captain Kirk', and the true nature of the game was revealed.

This wasn't as large a stretch as one might imagine. Mayfair was publishing Star Trek Catan at the time, and the licensing allowed the company to potentially publish other games in the Star Trek universe (or, more specifically, the 'Original' Star Trek universe — no reboot allowed — minus the animated series). Typically, designers are discouraged from chasing a licensed theme for their prototypes, but in this case, already having the license and being eager to produce more games for the Star Trek world worked very much in David's favor.

The game engine is simple: players become Starfleet officers on the *Enterprise* — either Original series crew (Kirk, Spock, McCoy) or *Next Generation* crew (Picard, Data, Crusher). Each turn, a new mission is revealed that requires a combination of dice to be resolved. Players have a dice pool they roll and manipulate to complete those combinations. A variety of complications — timed missions, damage to the ship, injuries to crew members — all serve to challenge players to make the right decisions to solve the target number of missions before failing a set number of missions (or the *Enterprise* taking so much damage that the game cannot continue).

The game came to Mayfair largely in the form that it was published. The cooperative nature of the design was attractive, since we didn't have any other true cooperative games in our line, and the game allowed players to be easily added and dropped, even in the middle of the game (simply add or subtract a crew member and keep boldly going). Because *Star Trek* is widely recognized, the goal of *Five-Year Mission* was to make it a lighter game so that players who weren't active gamers could enjoy and eventually beat the game regularly with practice.



One of the biggest changes was actually a small one. Cooperative games often suffer from what's called "alpha gamer" issues, where one player directs every other player's turns in order to succeed. Often that player is correct about the actions needed to win the game, but it can be frustrating to players who want to make their own choices. The answer was simple: the inclusion of a set of cards that prevent communication at the table until the mission it's attached to is resolved. Alpha gamers can get rather frustrated when this effect is triggered in the game, but it means that experienced players should teach new players HOW to play the game — how to look at the missions and effect in order to get the most out of a turn — rather than simply telling them what to do.

Five-Year Mission had a massive launch at Gen Con 2015, with an added bonus: Marina Sirtis, the actress who played Councilor Deanna Troi on Star Trek: The Next Generation, was available for fans to sign copies of the game. David recalls, "Mayfair, mostly me, demoed the game for over 450 people that weekend. Doing the signing with Marina Sirtis and having the game at the charity event was the high point."



The game sold very well, and settled into a long-term place in our Mayfair family of games, but then another cultural phenomenon surfaced. Since its debut in 2012, *TableTop* has been one of the highest-profile board game shows on the Internet. Created by Felicia Day and Wil Wheaton for the *Geek & Sundry* YouTube channel, the show features a variety of entertainers and host Wil Wheaton demonstrating both how to play, and how much fun it is to play, board games.

Mayfair Games has a history of being featured on TableTop, but Season Four was special with the inclusion of Five-Year Mission. One might think that a Star Trek-themed game would have an advantage in the game selection process, but the wide variety of games that are available to demonstrate means that some very specific features are needed for a game to qualify for the series. The requirements that the

show uses include being family-friendly, good component quality, a strong balance between strategy and luck, and fits the player and time requirements of the show. *Five-Year Mission* met all those criteria, and Mayfair was excited at the prospect of having the game appear on the show.

One of the requirements was that a company representative is to be on the set in order to assist with teaching the players off-camera, and being able to verify that the game is being played correctly onscreen. We felt that there was no one more qualified to watch over the episode taping than the designer, so David was whisked away to Burbank, CA to sit in during production.

"The TableTop crew was very friendly, as were the guests," David recalls. "The game producer — that's actually a job title — and I taught

the guests how to play just prior to shooting, with Will popping in to say 'hi'. They completed the instructional game handily."

The actual studio surprised David. "You'd think that the sound stage would be huge based on the play area, the spot where they do the asides, and the couch for the losers, but it's very compact, like a large, 2-car garage." David was also surprised by how long it takes to create a half-hour of video. "The 35-minutes of the show you witness in the end took half a day to shoot. There were

times when they'd cut to make sure lighting and sound were on point, but many more cuts were to make sure the game was being played properly, usually at my prompting."



So, Star Trek: Five-Year Mission is once again in the spotlight, now as an Internet star. When Mayfair prints a game, the hope is that it will be received well and find a way to maintain its popularity over many years. Five-Year Mission has once again delivered on its promise of fun for generations of gamers!

About Star Trek: Five-Year Mission: Designed by David E. Whitcher for 3-7 players, ages 10 and up, and plays in 30-45 minutes.







INSIDE ARISTEIA!

AS YOU ALREADY KNOW ARISTEIAI IS THE NEW TACTICAL-SPORT GAME FROM CORVUS BELLI. YOU WILL BE ABLE TO PRE-ORDER IT FROM YOUR FRIENDLY LOCAL STORE, BUT HOW IS ARISTEIAI?

1. THE CORE BOX HAS ALL YOU NEED TO PLAY.

The basic box has all the materials you are going to need during the game. The 8 character miniatures (in preassembled plastic) with their initiative cards, 3 booklets (Access Guide to the Human Sphere, where the background of the game is revealed, How to Play with all the rules, and the Quick Reference Guide, which makes looking for concrete rules quicker), 52 tactical cards with amazing art, a two-sided board representing the HexaDome, dice, markers, and tokens.

2. TACTICAL DEPTH

Aristeial is not just another board game. Apart from being set in an incredible universe (Infinity's Human Sphere) it has a different approach to tabletop gaming. Not only you will be in the shoes of a high level trainer and make a competitive team that combines different skills, you will also have to take your rival's strategies into consideration.

The objective of Aristeial is to score in the scoring zones, and because of this you get a wider array of tactical options: aggressive? Defensive? Speed and control? Field presence and combat? The possibilities are endless.

To all of this you add the **tactical cards** and their effects on the table. The Aristos (Aristeial characters) not only have their signature skills, they also have a number of tactical cards that can be game changing.

3. SPECTACLE

Aristeial is pure spectacle. It is, after all, the sport of the future. Care has been taken with the game aesthetics to the smallest detail. All the characters have a different personality reflected in the miniature since its conception.

4. BALANCE

At Corvus Belli we had a clear goal for Aristeial. We wanted to offer the highest level of competitiveness possible, and we did it! The game isn't decided in the first turns; you will have to play until the end—always. No matter how under you are on the score, there's always a chance for a comeback. A good strategy can bring you victory.

5. CB'S SUPPORT

We think that we have a big game here, and we want you to play it all the way. For this Corvus Belli has developed some extras so the game can be even greater.

Aristeial will have its **own website** with its own content. We think that a game like this needs all the communication space it can get. Apart from finding the basic rules of the game (tutorials, how to play, downloadable content...) you will also find an exclusive narrative space where you can enjoy the true future sport.



Also, Corvus Belli will promote a competitive game system: the AGL (Aristeial Global Leaguel), completely independent with its own support during the season.

6. THERE'S MORE

Aristeial will have periodic expansions that will complement your team with new characters and skills. We will unveil the new expansion very soon, but before then we will give you something that you have been waiting for a long time.



ARISTEIA! THE ULTIMATE SPORTS SHOW

ARISTEIA!

CVB CBARI00 \$65.39 | Available November 2017!



THE GAME DOESN'T END WITH THE BOX' Meet players from all over the world, challenge them, and prove you're the best! Join the Aristeia! Global League and enjoy our

Organized Play Programs

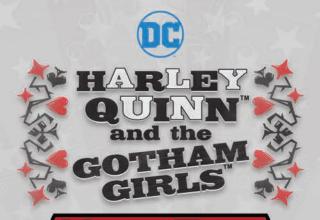
More information: www.aristelathegame.com/AGL



SEASON 1

www.aristelathegame.com/AGL







Since the dawn of superhero comics in the early 1940s, the DC Comics universe has long represented powerful women as equals to the male characters they fight alongside. Whether it's Wonder Woman as a member of the Justice Society or JLA, Black Canary alongside Green Arrow, or Catwoman together with the Dark Knight, women have always been shown to be on the same level as the men. As such, we're celebrating the female stars of the DCU with the release of our DC Comics HeroClix: Harley Quinn and the Gotham Girls set this October.

Recently, the art style of the *DC Comics Bombshells* statues by Ant Lucia have been one of the most popular interpretations of the women of DC Comics. Rather than just resorting to cheesecake, the statues depict Pinup Strong versions of the characters, wearing stylized costumes representative of the 1940s. Those statues have spun off into their own subset of the comics universe, with the *DC Bombshells* and *Bombshells*: *United!* digital and print comic series, which depict the adventures of the Bombshells as they combat the Axis during World War II.

As fans ourselves, we were thrilled to include the Bombshells in the Harley Quinn and the Gotham Girls set across multiple rarities. While we can't give away details on all of the Bombshells just yet, we wanted to give you a sneak peek at three of them. Other than the thematic component, knowing their shared trait up front is important. The shared Bombshell trait allows them to gain Bombshell tokens for attacking opposing characters. They can remove those tokens for free attacks or to perform unique things with their other abilities. They can also all be played on themed teams via the Bombshells keyword, so you're able to build a team using these characters without having to mix in non-Bombshells – though you're certainly able to, given their other keywords.



Batwoman's ability to move and attack with charge combos works great with the Bombshell trait. Even once she's lost charge, Flurry will let her gain Bombshell tokens at double speed. She's a character that can easily move and attack up close, while being just as comfortable dropping back to attack from range, all while Outwitting your opponent's powers.



Zatanna is a major nuisance for any opponent. Her top click showing Penetrating/Psychic Blast and Probability Control makes her deadly in more ways than one. Zatanna doesn't fight alone, though, as she has a detachable companion: John Constantine! While John might look a little bit different than you're used to seeing, he's still got all the opportunity to really ruin an opponent's day with a nice dose of Probability Control to make them reroll their dice. Getting two opportunities to use Probability Control for a mere 50 points on your team is nothing short of magic!



Finally, we have the undersea powerhouse Mera. A strong mix of both close and ranged combat, Mera also has some serious staying power for a team, with Regeneration appearing twice on her dial, as well as a trait that grants her Toughness to reduce damage taken.

Releasing the Bombshell figures alongside Harley Quinn was such a natural choice for us – they're some of the most fun in DC Comics today. Bringing the Bombshells to the tabletop will be a great addition for existing *HeroClix* fans and first-time players alike! Furthermore, the scale of *HeroClix* brings the distinct art-style of the Bombshells to a brand-new scale perfect for your desk.

DC Comics HeroClix: Harley and the Gotham Girls ships in October.

•••



SCENARIOS

SANTA CLAUS



This year, he's bringing good cheer and a scenario that can be played with the base set of Catan.

Give them a holiday card that lasts all year long!





CATAN



CATAN

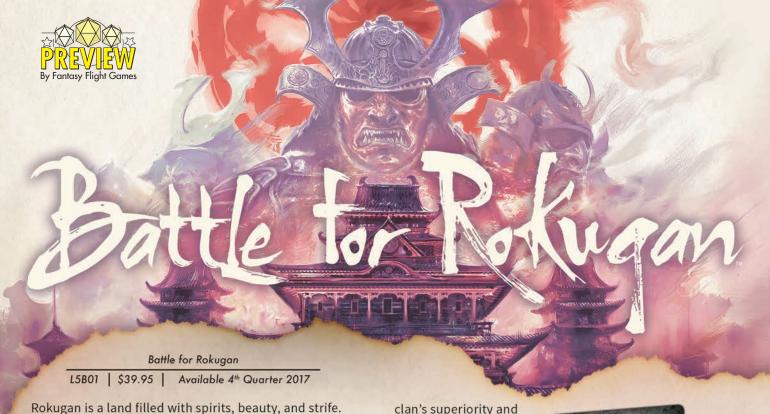












Rokugan is a land filled with spirits, beauty, and strife. Seven great clans inhabit this diverse realm, ever loyal to the Emperor, but ever fighting for dominance among themselves. As they battle for supremacy, the daimyō who lead their people must use all their cunning and skill to gather information, anticipate their opponent's actions, and lay battle plans that will lead them to victory. Only one can prove themselves worthy of becoming the true voice of this land and usher Rokugan into a new age of prosperity.

Swear Your Allegiance

Battle for Rokugan is a strategy game of conquest and mayhem that puts two to five players in the roles of

Rokugani daimyō fighting for territory in the early days of the Emerald Empire. The realm is divided into territories that belong to

each of the seven honorable clans:
Crab, Crane, Dragon, Phoenix, Lion,
Scorpion, and Unicorn, that have
been battling for dominance since
their foundation by the Kami. The
players' ultimate goal is to conquer
as many of Rokugan's provinces as
possible to gain honor for their people

and show the Emperor that theirs is the only clan fit to guide the Empire.

Each territory contains provinces that serve as battlegrounds for the daimyō. With each province claimed for their clan, the daimyō gain honor that will be weighed against that of their rivals. Should these leaders claim all the provinces within a territory, they gain special abilities that can be used to either bolster their clan's strength or sabotage their enemies' plans. By taking control of these territories, the clan leaders of Rokugan hope to prove their

clan's superiority and bring the Emperor's favor to their people.

Before the battle begins, players receive a secret objective and pledge their sword to the clan they will represent in the coming war to gain its special ability, daimyō screen, and control tokens. One of these tokens is placed on the clan's capital, located in the heart

of their province. From here, the daimyō begin their struggle to spread their clan's influence by placing control tokens in any unclaimed province.



Devise Your Strategy

Battle for Rokugan is played over a series of five rounds, each consisting of three phases: upkeep, placement, and resolution. At the beginning of the upkeep phase, the daimyō determine the first player through the initiative deck and draw combat tokens. Each daimyō has a secret hand of six tokens that may be used to bolster defenses, seek peace or a divine blessing, bluff, initiate military attacks, or raid a province and leave nothing but ash. Once their forces have been gathered, each daimyō may use any territory cards that might aide their pursuit of power and begin to form their battle plans.

During the placement phase, the clan leaders of Rokugan seek to expand their territory by placing combat tokens. The daimyō must balance their



resources to fortify their defenses, attack neighboring clans, and engage in diplomacy. A strategy that focuses solely on one aspect, such as pursuing military conquest while leaving one's

province undefended, might grant a leader some early, and important victories, but can just as easily lead a clan to ruin. After the clans have prepared and battle plans have been set, the resolution phase begins.

In the resolution phase, all truths come to light as combat tokens are revealed. Any bluff tokens are returned to their daimyo, and then conflicts are resolved. First, the clans send out their raiding parties to destroy any province they wish to keep from their enemies. Next, the daimyo attempt to settle claims through the use of diplomacy. Finally, if no other course of action remains, the clans engage in battle. If a defending province wins the battle, they gain an extra clan token to further defend their claim from future attacks. But if the attacking nation overpowers a province, they

assume control and the defender's hold on the realm weakens. Once the dust has settled and

> all battles have been resolved, any daimyō who control all the provinces within a territory claim the territory card for that region and become one step closer to victory.

Claim Your Victory

At the end of five rounds, the daimyo must agree that enough blood has been spilt and determine who is the most honorable leader, the worthiest of ruling Rokugan. Each daimyo reveals their secret objective card and determines their total honor by accounting for each of their faceup control tokens, provinces, territories, and whether they have completed their secret objective. The most honorable clan gains control of the Emerald Empire, wins the favor of the Emperor, and ensures their clan's place in the annals of Rokugan.

Strength, cunning, strategy, and wisdom shall pave your path to victory. Do you have the fortitude to lead the realm and bring honor to your clan? Plan your conquest, outwit your rivals, and win the Battle for Rokugan!



www.FantasyFlightGames.com





CatacombS

CATACOMBS: WYVERNS OF WYLEMUIR

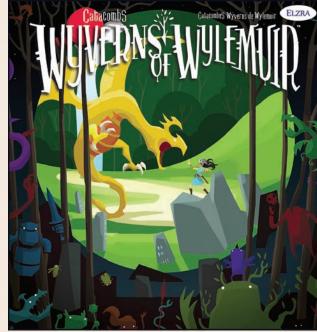
ELZ 1500\$54.99

Available Now!

Who doesn't like the idea of riding dragons? Wyverns of Wylemuir is a new expansion for both Catacombs 3E and Catacombs & Castles that introduces dragon (wyvern) riding to Elzra's line of dexterity tabletop games. Flick your hero to jump on a Wyvern and gain control of its powers while you explore the exotic land of Wylemuir. Then help the new Aldioss heroes defend their homeland from the invading Metozore army. This expansion was in development for over two years and features outstanding artwork by veteran Catacombs illustrator, Kwanchai Moriya. Our partner, Schwerkraft-Verlag, is publishing the German language version of this title, "Die Wyvern des Wyaldes".

The game introduces eight new Wyverns, which are new a class of character. Most heroes, monsters, warriors, and Catacombs Lords may ride them during play. When they do, they gain access to that Wyvern's unique capabilities. To start riding, simply flick a character's wooden disc against a Wyvern and then place it on top of the Wyvern's disc. If another character is already controlling that particular Wyvern, they must be knocked off first. Wyverns are neutral, invulnerable to damage, and prefer to sleep (take no actions) while no characters are riding them. Wyverns are powered up by inflicting damage on opponents using the new "Wyvern Strike" shot and capturing Wyvern Claw tokens. Spend your Wyvern Claws to unleash the Wyvern's attacks. Many of these use one of the four new "Area of Effect" templates enabling them to target opponents in new ways. Once a Wyvern is flicked into range, then the appropriate template is positioned to see which characters are affected.

In addition to the Wyverns, the expansion introduces two new Aldioss heroes, the noble Warrior Maiden and her companion the Blind Guardian. Also in the line-up are the threatening Metozore heroes, the seductive Harbinger and the diminutive Goblin Captain, the first hero to be represented by a tiny wooden disc. All these heroes can be used in both Catacombs 3E and Catacombs & Castles. In the latter game, the Metozore heroes join Team Catacomb, as they are represented by black wooden discs. All of the heroes are paired with a Wyvern that they start the game riding.



Playing with the Wyverns enables new ways to help your team dominate in Catacombs & Castles. Team Catacomb can hatch the Goblin Fighter and Succubus warriors and the "Area of Effect" templates enable new ways to strike at your opponents from cover. Rules are included for a unique "Wyvern War".

There are several new features specifically for Catacombs 3E. There are five Metozore monsters (part of the green

family), two Metozore Catacombs Lords (the Wylock and Cursed Druid) and new items for the Heroic

Forces including the mysterious Rune Axe. The baby Wyvern Familiar is an invaluable (and invulnerable!) companion, too. New room cards feature the Metozore monsters included with this expansion. The special room card, the Wyvern Nest, enables players to recruit Wyverns, while the Secret Spring provides additional healing options.

standing stones covers one side of the game board, while on the other flows a muddy riverbed with the remains of a wooden bridge.

The Wyverns of Wylemuir expansion packs in a lot of content to complement both Catacombs 3E and Catacombs & Castles with new heroes, items, monsters, and, of course, the Wyverns themselves.

Aron West is the owner of tabletop game publisher Elzra Corp. and designer of several games including Catacombs & Castles and Catacombs: Wyverns of Wylemuir. Elzra is based in Hamilton, Ontario, Canada.

The double-sided game board is in Catacombs 3E format and features outdoor scenes from the land of Wylemuir. An idyllic meadow with waterfalls and Jump on and ride your favorite Wyvern to victory!

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A TALE OF VENGEANGE

VENGEANCE

PSI GNEBMVE001EN.... \$95.95

Available Q4 2017!

VENGEANCE: ROSARI EXPANSION

PSI GNEBMVE002EN.... \$40.00

Available Q4 2017!

Hey there seekers of vengeance, this is Gordon Calleja, the designer of *Vengeance* (and earlier *Posthuman*). I'm a games researcher and designer that's worked on both digital and analogue titles. This article focuses on narrative in board games and details how I incorporated story elements into *Vengeance's* mechanics to achieve the rich thematic feel of the revenge movies it aims to adapt.

It's pretty obvious that the board game world is increasingly interested in games that contain story elements. We've had narrativeheavy board games for a while, but there's increasingly more major titles that are focused on not just telling a story, but generating a story. The beauty of the intersection between board games and narrative is the ability to give players the basic components of narrative (world, characters and objects) to work with and let them generate a story by interacting with the world through mechanics. The interaction with a game's mechanics, communication with other players, and game props create the equivalent of events in other media that are dictated by the author or director. We can also have the classic, pre-scripted narrative chunks in there as we find in Sherlock Holmes Consulting Detective, Tales of the Arabian Nights, and T.I.M.E. Stories. However, in all these games, these pre-scripted aspects are supplemented, to varying degrees, by the story that is generated through players' actions in the world.



When I came up with the idea to make a board game adaptation of revenge movies it was evident that, for the game to succeed, Vengeance had to convey the core emotions that we, as viewers, feel when watching such movies. It was also immediately clear that the starting point for designing the game had to be setting and story and overall feel. I find the use of the term "theme" to collapse too many disparate elements in it, so I'll stick to more precise terms. The setting would need to be brought to life by having the right art: gritty and realistic enough for the gang members and bosses to feel like actual nasty antagonists players want to take revenge on, while having that edgy and carefully curated visual style we have come to associate (and appreciate) with the greats of the revenge movie genre: Quentin Tarantino (Kill Bill) and Chan Wook Park (Old Boy and the Vengeance trilogy).



The story would need to follow a similar arc to those found in revenge narratives through history: wronging, rising from the ashes, the switch between hunter and hunted, and the cathartic exacting of revenge. The latter needed to be the most emotionally charged part of the game. The story also needed to be personal to the player. While they're merely playing, those characters still needed to be transparent enough for players to feel like the wronging was inflicted upon them, not some fictional entity. All this meant that the narrative elements of Vengeance had to (a) culminate in an exciting, fast-paced action sequence of revenge taking, and (b) the players are living their own story. This meant that the sort of narrative I was aiming to create would need to be able to cater for detailed, blow-by-blow action, not just a series of events over a period of time.

With the focus of the game being the fight sequences, and the genre of the game being so reliant on story generation, I developed the 'fight' system first. The goals of this system were: (a) to be fast and exciting, (b) to generate interesting images in the mind of the player, and (c) to have interesting choices that became more varied both mechanically and story wise as the game progressed.

First of all, there would be no book-keeping or number counting. Secondly, if the fight was going to generate blow-by-blow images in the mind of the player, the language, icons, and rules tied to the actions within the fight sequence needed to be iconic representations of the thing they are referring to, not abstract intermediaries to that image in the mind, such as numbers. Thus, I wanted a system where every action is represented by an icon on a die or on an ability tile. I also wanted those actions to be the events that players link together



in their mind using their imagination. The basic fight actions would thus be reflected by icons on the melee die faces: a 'hit', a stronger version of the latter called a 'double hit', a 'tactical move' from one zone of the den they are fighting into another, a 'shot' which signifies the use of a projectile or ranged weapon of some sort, and a symbol indicated that enemies would 'activate'. Players would have the interesting choice of organizing these in the order they wanted to make their way through the den, clearing gang minions and aiming to get to the boss.

This gave me a system to move both heroes and their enemies in one roll, an interesting choice in the order of dice, and a quick way of resolving fights. Enemy minions are removed after 1 hit, apart from Bosses who can take 2-4 hits in a single roll and special minions that can take 2. To add variables for the player to solve, the minions and Bosses each have a single ability that occurs either when they activate or passively.



All this was working fine, but the mental images the system generated were rather functional. To add "juice" (to borrow a term from video game design) I added 'Upgrade Items' and 'Upgrade Abilities'. These have two functions: on the one hand they act as luck mitigators by allowing players to substitute one or more results into other results. For example, 'Knife Throw' allows players to exchange a Hit result for a Shot result. But, aside from the mechanical implementation, the Upgrades' names and effects animate the simple die result into an *imagined* event. My Hit becomes a knife I've planted in my opponent's chest. Things get even more interesting when several Upgrades are chained together in a combo. An 'Arm Lopper' changes the Hit into a Double Hit, while a 'Reverse Blade' changes a Double Hit into 2 separate Hits that can hit two targets. Suddenly, the

sterile icons become a chain of images in the player's mind and the glee of executing such an action makes it a memorable experience. And one cannot underestimate the importance of emotional impact when designing an emergent story.

To this end I needed to ratchet up the emotional impact. One way of doing this is to add more constraints on the player's attentional resources and add challenge to the task. In order to achieve this, *Vengeance* gives players three rolls of 3-5 of these melee dice and 3-minutes to complete the den. The timer rule is optional, but highly recommended.



Excitement is crucial to generate a story. In a scripted narrative we are told what to focus on. When dealing with emergent or

generated stories, the sequence of images in the player's mind becomes story-like and memorable when that stream of imagination features characters acting in a world and the player experiences an emotional reaction to those events. Emotional affect triggers memory. If an emergent narrative doesn't have emotional impact, it becomes general, forgettable thought. In fact, if players eliminate the timer from the game and sit quietly, strategizing and simulating every possible combination of dice and abilities, the narrative element of the game weakens considerably and it becomes more of a logical, strategic affair. That's not to say that's bad - I designed the game to be played both strategically and narratively - but, the narrative impact of such an experience will suffer.

I hope this gives you a glimpse into the logic that went behind *Vengeance's* core sub-system: the Fight.





ALL DICE TELL A STORY

Beautifully engraved and recognizable at first glance, Q Workshop gaming dice have been on the shelves of your FLGS for more than a decade. The company motto is "All dice tell a story." Did you know that the evolution of the company is a good story, itself?

Back in 2004, Q Workshop founder Patryk Strzelewicz was just a young RPG player who noticed that all gaming dice available on the market looked the same — and they didn't go well with special lighting, painted miniatures, and the usual setting of an imaginative RPG campaign. As a result, he engraved the first Runic Dice Set (on his kitchen table!) and received tremendously positive feedback from players all over the world. Ecstatic with the result, Patryk established Q Workshop and began crafting dice full time.

The next big challenge was to make Q Workshop's engraving as fine as possible, and after many trials Patryk managed to do it with the first Elven Dice Set. From there, he hopped on to 3D dice, which means reverse-etched dice, until he was able to mass produce designs as complicated as the Dwarven or Celtic 3D dice. This was the moment when Patryk and Q Workshop found their niche. But he was already too keen on going further and producing the most impossible designs, so he couldn't simply stop there.

The next step was to develop a method to put engravings on the edges of dice as well as on their faces, improving the overall look and "cool factor" of Q-workshop's dice. It's still a difficult task, but we think that the Forest Dice Set, which many gamers regard as a work of art rather than an actual rolling dice set, is a good example of that.

In 2011, after many trials, Patryk was finally able to make metal dice, and "Bam!" — the Steampunk metal design won an Origins Award in 2013!



Of course, he wasn't alone on this adventure. Q Workshop started as a family business, and even now we're a very small, but very dedicated team. There's about a dozen individuals managing our distribution channels in our office in Poznan, Poland, and about four dozen working in the manufacturing facility. All our dice are produced in Poland. Do you want to know how they're made?

Let's take one of our 2017 releases, the *Galactic Dice Set*. For some time now we've been considering introducing a set with a science-fiction feel, and we planned on doing that in the 2nd Quarter of 2017. We've got two graphic artists (they happen to be brothers, too), and one day one of them, our 'creative ninja', surprised us with an almost

complete design for dice. A couple of e-mails back and forth, some changes to the design (there are always two factors to balance — the aesthetic beauty and legibility), and we were ready to talk about colors.

Did I mention that there's a dozen of us in the office? Well, that means a dozen color schemes, and another ton of e-mails in which everyone is a fierce advocate of their choice! So, in this case, we decided to let our Facebook fans choose their favorite. We narrowed the color choices to five variations, assembled a 3D visualization, and published the poll on FB. After a few days, two colors emerged as clear winners, so it seemed appropriate to start a new product line with the two preferred color variations.

Also, there was a question of the name. As this was not to be a licensed product, we needed to choose something neutral, but clearly evocative of space travel, advanced technology, and unheard-of adventures. Here, the old-fashioned in-office voting took place. The final duel was between "Galactic" and "Wormhole", if I recall well... After that, we checked the manufacturing queue to establish the release date, selected the design for boxes, and were primed to announce our new product to the distributors!

There's that moment when, after months of decision-making, discussing, and defending your opinion (not to mention possible manufacturing glitches) you can finally hold a finished product in your hand. The feeling you get in that moment is a mixture of satisfaction, anxiety (will the customers love the product as much as you do?), and that indescribable feeling of creating something out of nothing. Also, you wonder: what will the future owner of these dice do with them? What adventures will they have together? Where will they go? Will they be misbehaving at the remote end of the 'Verse? Will they pass through a Stargate? Or are they going to be used to destroy the Rebellion?

This is just the beginning of the story that all our dice tell, before we bid them goodbye and ship them to the world for you to continue this story on your own.

Stuffed Eables No Stuffing. No Glory. Stuffed Fables: A StoryBoard Game PH2200 | \$59.95 Plate Hat plaidhatgames.com TM & © 2017 Plaid Hat Games,



A SKILLBUILDING GAME FOR NUMENERA

THE NINTH WORLD

LSG 20201......\$49.99 | Available October 2017!

Lone Shark Games is bringing to board-gamers a vision of the world a billion years into the future. In *The Ninth World: A Skillbuilding Game for Numenera*, clever Jacks, smart Nanos, and powerful Glaives vie to prove who's the most valorous hero, or they can combine forces to save the land from rampaging monsters and villainous forces. Along the way, your heroes will collect the artifacts of long-dead civilizations, and these cyphers will lead you to greater glory.

Designed by Paul Peterson, Boyan Radakovich, and Mike Selinker based on a universe created by Monte Cook Games, The Ninth World: A Skillbuilding Game for Numenera boasts a revolutionary gameplay mechanic. It's a 'skillbuilding' game, meaning you get five cards — and only ever five cards — that you advance over the course of time in five play styles. But putting too much effort into skillbuilding means you don't do enough to claim cards and gain points. Based on these skills, the bidding order will change every phase, and precious resources may slip from your grasp if you're not clever enough.

For those not familiar with *Numenera*, this is a great introduction to the world. Board gamers can focus solely on maximizing the mechanics, or take a deep dive into the setting. The game plays for 1-5 players as a solo, cooperative, or competitive game. There are 12 character tableaus in the base set, along with the nine five-card regions of the Steadfast that each provide a very different style of adventure. A scoring board folds out from the box with a gameplay map of the Steadfast on the other side. The artwork is lush and evocative of this fascinating world abundant with adventures, treasures, and, of course, onerous beasts.

"This is a world we've wanted to play in for a very long time," Selinker says. "Monte and friends made a bright shining future with everything you'd expect and much more that you wouldn't expect. It was a board game waiting to happen."

Here's how the game works:

The players choose a region in which to adventure. They decide whether they'll be playing a quick game (five rounds) or a full game (nine rounds), and whether they're playing cooperatively or competitively.

Each player takes a hero and that hero's tokens and bid shield. Each hero has an adjective power which defines one of their skills, a noun power which defines another, and a verb power which gives them something special to do. Players may customize their heroes with a deck of power cards as desired.

"I love how we captured the core three-part concept of characters in *Numenera*," says Peterson. "I'm not just a hero, I'm 'a Learned Nano who Rides the Lightning.' We translated it into mechanics that work in this card game but still make the characters feel unique."









The hero will start with two skill cards (say, Combat 1 and Focus 1) and three Effort cards. Using these cards, the player will bid during each of five phases: Scout, Tinker, Charm, Combat, and Focus. During each phase, the heroes will find and claim new cards from the town and wilderness, gain Valor, and perhaps advance a skill at the end. Then they'll move on to a new region and adventure even further. In competitive mode, whoever has the most Valor at the end wins.

"The addition of having the players progress through one of the regions of the world of Numenera as they play really helped to bring home the story of what the players are doing in the game," Peterson explains.

In co-op mode, the heroes are a team, and adversaries of the wild are trying to destroy their communities. A town is in trouble, and strange creatures will wipe it out if the heroes don't control the population. Meanwhile, people in the world are calling for new quests, and rampant cyphers are making it harder to win. If any hero doesn't have enough Valor when the threshold is called, you all lose. But if you save the town with enough Valor, you win!

"Working with Bo and Mike on this game has been a fantastic journey," Peterson says. "I've loved watching the game evolve from a simple proto-mechanic about bidding with a fixed hand of cards to the intricate and elegant 'hand-building' game we have today. I remember very fondly the three of us sitting down in a Mexican restaurant and banging out a surprisingly final set of rules for cooperative play in an evening."

Future expansions will focus on other areas of the Ninth World: the Beyond, the Great Reach, the Deep, and so on. As the world continues to develop, board-gamers will see strange new lands in Monte Cook Games' epic future world.

"I'm very proud of the game design for *The Ninth World*," says Radakovich. "Paul and I must've been in a telepathic link the whole time, because the game progressed as we both intended very rapidly. Everyone loved the game, but then sempai Selinker took it to a whole new level beyond. *The Ninth World* is a deep and beautiful game."

The Ninth World: A Skillbuilding Game for Numenera will be available from Lone Shark Games in the next few months. Get ready for the adventure of a billion lifetimes.

Sharky McSharkerson is the customer service representative at Lone Shark Games. His job is to answer all customer emails, but cut him some slack... he doesn't have any thumbs!





SENTINE

SENTINEL COMICS ROLEPLAYING GAME STARTER KIT

GTG SRPG-SKIT \$19.95 |

Available October 2017!

THE ROLEPLAYING GAME



GREETINGS, HEROES!

When Christopher Badell of Greater Than Games met us at Gen Con 2014 to discuss turning the hit superhero card game Sentinels of the Multiverse into a tabletop roleplaying game, we all agreed it was a perfect candidate for adaptation. Through its classic

comic book themes, the game presents a rich, engaging world of heroes and villains.

The game's comic book aesthetics present in the instruction booklets, cards, and especially the sometimes on-the-nose catchphrases found on most cards contribute to its pervasive sense of immersion. The heroes and villains, while unique to the Sentinel Comics universe created by Christopher Badell and Adam Rebottaro, are drawn from familiar archetypes. The numerous choices of environments you can pick from when setting up a game also create vivid backdrops for the narrative that unfolds during play.

Needless to say, we were excited to tackle this project and make it into a tabletop RPG that delivered an immersive experience and gave players a choice: play cherished heroes or create all-new characters that feel like they were taken from the pages of Sentinel Comics.

Of course, it helped a lot that we were all big fans of the card game.

र्वर्शाया प्रसिद्धाः ।

The first task was to choose the type of play we wanted the game to deliver. There are several excellent superhero roleplaying games out there, from classics like Champions to the highly popular, d20-based Mutants & Masterminds. As designers who worked on games like Smallville and Marvel Heroic Roleplaying, we decided to focus on description-based question/answer mechanics that capture the "frame-by-frame" sense of action seen in comic books. We wanted simple, fast-paced resolutions rules based on satisfying, easy-to-learn dice rolls.

A SEA OF SUPERPOWERED RPGS

Games like Fate, Cortex Plus (including Smallville, Leverage, Marvel Heroic Roleplaying, and Firefly), 13th Age, and Apocalypse World acted as our inspirations to create a first playable prototype. Before tackling character generation and action resolution rules, we deconstructed the card game into various iconic elements. We believed these were so unique to the popularity of the setting that we had to adapt them.

The most obvious aspect was how enjoyable it was to create a near endless number of scenarios by picking 3-5 heroes, one environment, and one (or more) villains. This modularity needed to be part of the game and shaped our design choices. The players take the roles of heroes, the GM takes the role of one (or more) villains, and the environment can throw twists into anyone's plans.

That settled, we wanted each here to have access to abilities that fit both their archetypes and their decks from the original game. Early on we agreed to stay away from a card-based concept, to make sure each game in the Sentinel Comics lineup stayed distinct while still presenting the same iconic characters. Each hero has flavorful signature moves that could be adapted. We wanted players to be able to recreate those distinctive moves from the card game, but not just be able to repeatedly use the same exact move each time, since that doesn't feel like a comic book OR the card game, and certainly doesn't lead to good gameplay. That led us to divide a hero's status into four zones, representing increasing levels of danger and injury: Green, Yellow, Red, and Out, or GYRO. (Without even realizing it, we had made a horrible pun in the GYRO System.)

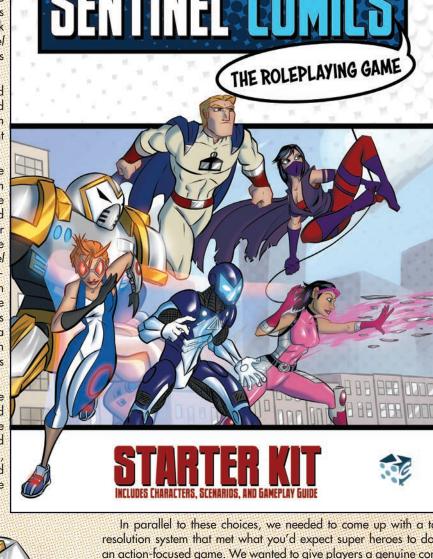
NOT A SANDWICH RPG

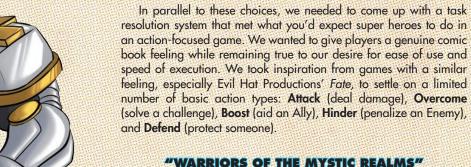
The GYRO scale fixed a lot of early issues we had. We mapped each hero's abilities to specific colors on their character sheets. Thus, as things become dire, heroes get access to their more powerful abilities. Just as Legacy wouldn't use his most powerful moves against some mundane bank robbers, so, too, would the heroes of the Sentinel Comics RPG gain more access to their abilities as the scene becomes more serious.

A variation of the GYRO track was also applied to villains, reminiscent of the villains' "flip" card mechanic in the original game. A similar approach was taken to the environment, giving all the different elements in the RPG a unified track.

Even before we settled on the GYRO system, we decided to go with a simple dice pool approach for action resolution, picking dice from three categories to make a "pool" and roll them to find what happens. It was essential to keep the number of dice to a minimum and limit math tricks to ensure the game's fast pace and ease of use. In the Sentinel Comics RPG, action rolls are always three dice—never more, never less—and the result of the action comes from a combination of those dice rolled. The choice of each die corresponds to what the hero tries to achieve based on their powers, their qualities (a combination of trained skills and knowledge from their background), and how well the hero responds to a stressful situation.

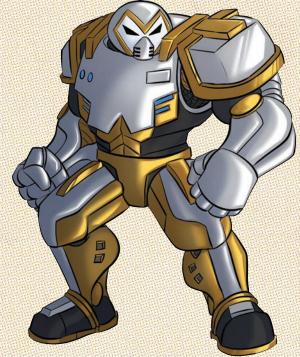
By default, the outcome of players rolling three dice is derived from the value of the die that rolled the middle value. So, if the results were 4, 7, 9, the outcome is 7. Beyond that, the heroes' color-coded abilities allow players to alter their dice pools, providing re-rolls, picking the higher result instead of the middle one, or combining some number of the dice to do multiple actions as part of the same roll.





We tested a very early version at the Metatopia playtesting convention in the fall of 2015 under the fake name of "Warriors of the Mystic Realms" and got confirmation that the concepts were solid. When we reskinned the prototype back to fit Sentinel Comics, playtesters agreed the game had a strong thematic link to the card game.

We spent the next year growing these basic rules into a complete roleplaying package. One of the design challenges we wanted to solve was mixing opportunities for inter-character drama, consequences for failures, exploiting heroic flaws, and other such player-centric narratives. We didn't want to make separate resolution rules for them, nor detract from the simple five basic actions system.

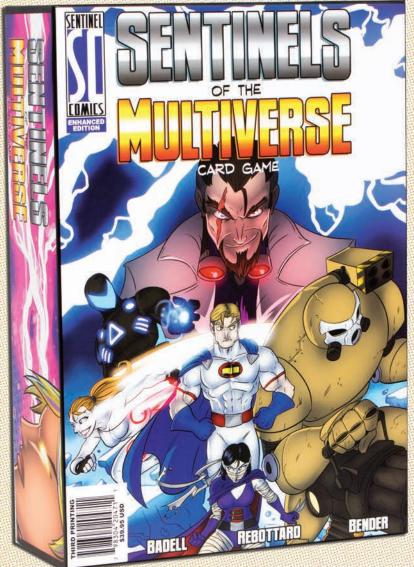


GTM NOVEMBER 2017 91

In order to provide players with guidelines about what drives superheroes, we gave each of them "principles". Some heroes are driven by principles of justice, secrecy, speed, etc. These principles provide simple, roleplaying cues and questions that players can call upon to guide their choices if they so choose.

We are fans of "failing forward" in RPGs: the idea that every dice roll, even those that aren't successful, moves the story forward. We wanted the game to assume heroes would mostly come out on top, while asking the question "but at what cost?" To ensure this we introduced twists to the game: minor and major mishaps that allow a hero to salvage a bad situation and, at the same time, send the story in unexpected directions. Each heroic principle comes with suggested twists to choose from when the situation calls for it. They introduce drama and complications to the story, like alienating a teammate, putting a civilian in danger, or having a science-based gadget fail (explosively!) at the wrong moment.

Further playtesting — with our own groups and with others at conventions — proved the game delivered the play experience we were originally aiming at. It was fast, dynamic, and challenging. More importantly, it was a lot of fun to both run and play. The feedback we got from demos at game conventions was consistently positive. We were happily surprised to see all kinds of players, from those with no roleplaying experience to experienced pros, embrace the game in mere minutes and take on the role of their favorite Sentinel Comics hero.





COLLECTING THE TRADE PAPERBACK

This last year has been spent fine tuning the game's engine and creating the last missing pieces. This included making the final versions of the Freedom Five (and their former intern, Unity) that will be starring in the upcoming Starter Kit, as well as creating the six individual adventures (which we call "Issues" for comic book reasons), working hand-in-hand with writer Christopher Badell to tell a complete story of what happened after the events of the Sentinels of the Multiverse card game and its 'OblivAeon' event, and sets up for the future of Sentinel Comics.

While creating these pieces of the Starter Kit, we also worked on elements that are destined for the full core rulebook of the Sentinel Comics Roleplaying Game to make sure that the Starter Kit lines up with the final game. This included designing guidelines for how an issue is constructed, as well as making sure that the system for creating your own character can also be used to make any of the Freedom Five as we've presented them. That way, in the final game, you'll be able to make your own hero or play any of the game's iconic existing heroes, and have them fight, side-by-side, without either of them feeling out of place.







TSURO: THE GAME OF THE PATH

CLP 020 PI Available Now!

The Dragon and the Phoenix stand as legendary guardians over and guides to the intertwining paths of life, maintaining the careful balance between the twin forces of luck and destiny. Together, these two powerful beings share the noble task of overseeing the many roads that lead to divine wisdom.

Through its masterful blend of strategy and chance, Tsuro represents the classic quest for enlightenment.

These were the opening lines in the rules of Tsuro: The Game of the Path when it was first developed in 2004. The game continues to enthrall players to this day and stands as one of a handful of gateway games that has become more and more popular every year. Its success can be attributed to a number of reasons:

1) The elegant simplicity of its rules - Tsuro: The Game of the Path can be

taught to new players in 30 seconds. Choose one of the three tiles in your hand. Place it on the board next to your pawn. Move your pawn along the path. If other pawns have a path (as a result of

your play), they too move along their path. If a pawn moves off the board or collides with another pawn, the pawns are removed from the game and the players are eliminated. The last pawn on the board wins! Simplicity at its best.

2) The perfect balance of luck and skill – While there's an element of luck when it comes to tiles drawn, the tiles themselves are all unique and offer four movement options. With three tiles available, a player can strategically play twelve choices for advancement and plan for two future turns. This delicate balance of skill and luck offers a satisfying game experience to players of all ages and skill levels.



3) A beautifully produced product with visual and tactile appeal -Tsuro: The Game of the Path is a sublime physical object in itself. The artwork on the box, board, and tiles conveys a sense of time, place, and mood. The pawns strike a balance of function and form. Even the color palette serves to reinforce the nature of the players' experience.

Tsuro: The Game of the Path has also made the successful transition to the digital world. Thunderbox Entertainment set itself the goal of creating a digital experience that matched the physical experience one would have playing Tsuro. The app has been downloaded by over one million players worldwide and the feedback on the game has been extremely positive. The Tsuro app is available in both the Apple App Store and the Google Play Store. Information on the game is available at: thunderboxentertainment.comAs a "Tribute" to our Tsuro fans, Calliope Games is pleased to offer a complimentary promotional Tsuro pawn in this issue of GTM. This collectible pawn, part of

the Tsuro Rainbow Collection, is one of eight new colors; bright colors that have been here-to-for unused as *Tsuro* stones. Only two thousand pawns of each color have been produced for this giveaway. It's our hope that this new pawn will encourage you to continually bring Tsuro to the table. We are delighted that the "Game of

> you, your friends, and family. May you all find success and enlightenment at the end of your path!

the Path" is your choice of entertainment for



The game of the Path.







STAR SAGA: THE EIRAS CONTRACT

MGE MGSS101 \$84.99 | Available November 2017!

As you dash towards the exit, the alarm echoes round the corridors of the space station. Behind you, all you can hear are the shouts of the security guards and their heavy boots pounding against the floor. You quickly bark at Ogan to place a sentry gun to keep the approaching enemies at bay. Meanwhile, you watch in horror as Alyse tries the door, only to find it's locked. The security guards are getting closer. With a robotic chirp, Curby heads to the nearest terminal and begins hacking, as he tries to unlock the exit. Suddenly the sentry gun barks into life, as Curby issues a whistle of success. The door opens with a swish and reveals a giant, raging, psychic space jellyfish that immediately surges towards you. Well, no one said breaking into a top-secret hi-tech laboratory was going to be easy...

This is just a typical scenario in *Star Saga*, the new sci-fi dungeon crawler from Mantic Games. With *Star Saga* we wanted to create the archetypal dungeon crawler, but with a slight *twist*, moving from the dank corridors of a fantasy castle to the hi-tech glare of a spaceage facility. Of course, we originally considered taking the characters from our hugely popular *Dungeon Saga* series and giving them goggles, but we weren't certain if this would be sci-fi enough!

BACK TO THE DRAWING BOARD

So, we went back to the drawing board to see what worked in *Dungeon Saga* and what players liked. The general feedback was that players enjoyed the sense of exploration, the co-operative team dynamic, and the 3D scenery. However, there was a sense that some of the rules were a little fiddly and there wasn't enough meaty, storytelling elements to sink their teeth into.

We knew that one of the biggest differences in *Star Saga* was the fact the heroes would now be armed with hi-tech laser guns or flamethrowers, rather than swords and axes. With this in mind, there's a simple

system for utilizing cover, alongside a refined line-of-sight mechanic that allows characters to lean out from behind cover to blast their opponents. This will allow you to recreate those dramatic shootouts in claustrophobic corridors we've all seen in classic sci-fi movies.

DON'T BRING AN AXE TO A LASERGUN FIGHT

Of course, with all these great new weapons, you can bet there's going to be lots of combat! This is an element we've streamlined massively from *Dungeon Saga*. One player becomes the Nexus Player – the sci-fi dungeon master, if you will – who's in charge of the evil scientists, merciless Marines, and devious bosses. Meanwhile, up to four players step into the shoes of the mercenaries that have been employed to infiltrate the mysterious facility. During combat, the Nexus player and opposing mercenaries roll a set of custom dice, then simply compare the results to see who's been successful.



ARE YOU SITTING COMFORTABLY?

Based on player feedback, another element we've worked hard on is making sure the scenarios have a more narrative feel. As a result, as the mercenary players explore the laboratory, the Nexus player will have scripted elements, along with paragraphs of text to help set the scene and engage the players. The story is full of twists and turns to keep everyone on the edge of their seat!

What's more, each scenario in the main quest book is now completely customizable. Once you've gone through labyrinthine passageways of the Eiras Contract scenarios, you can replay them with different scenarios or even change the enemies you're required

to fight. This is because each mission has suggested point values for both mercenaries and minions; making the game infinitely replayable.

TAKE IT TO THE NEXT LEVEL

Finally, we were keen to create a campaign system that was rewarding for the mercenary players. So, as the characters knock out enemies, hack terminals, or find special equipment, they'll be leveling up. Once they reach a certain level, they'll gain new and increasingly more powerful abilities. Plus, by exploring the various locations, mercenaries can potentially uncover valuable new loot that

will help turn the tide in future encounters!

We're extremely proud of *Star Saga* here at Mantic and feel it's a great spiritual successor to *Dungeon Saga* that improves upon the original to create a more exciting and engaging experience! In space no one can hear you roll dice.

Rob Burman is the online sales and social media manager at Mantic Games. He loves goblins, but you shouldn't hold that against him.





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Some of you may have received the *Cthulhu Wars* Glow-in-the-Dark acolyte in this issue of *GTM*. However, if you didn't you can use any miniature that will be unique on the board.

This is the very first printing of the rules for the Astral Acolyte. In North America this miniature is available exclusively in this *GTM*. A limited number may become available mid-2018 at PetersenGames.com or at conventions.

To get a PDF download of these rules go to: www.PetersenGames.com/AstralAcolyte

Be the first to try out these new rules and new miniature for *Cthulhu Wars*!

THE ASTBAL ACOLYTE

GLOW IN THE DARK



The Astral Acolyte is an option in playing Cthulhu Wars. All players must agree to it.

How to place the Astral Acolyte:

At the end of the first Doom Phase, the First Player takes and places the Astral Acolyte in any Area that has no other Units. (If no such Area exists, do not place the Astral Acolyte this game).

How to use the Astral Acolyte:

The Astral Acolyte cannot be Captured, Eliminated, or targeted in Battle. It does not receive Pains or Kills, and is functionally immortal. It cannot be targeted by any Spellbooks or abilities, even beneficial ones from its own Controller.

If the Astral Acolyte is in an Area containing a Gate, it must always be placed on top of the Gate, automatically replacing any other Unit on that Gate. While a player Controls the Astral Acolyte, he or she gains the benefit of any Gate the Astral Acolyte Controls: earns Power and Doom for the Astral Acolyte and its Controlled Gate, can Move it in a normal Move Action, and can Summon Monsters, etc. using that Controlled Gate.

How to Control the Astral Acolyte:

The Astral Acolyte is under the Control of the player with the highest-ranking Unit in the Area. Units rank as follows (1 being the highest):

- 1. Faction Great Old One
- 2. Independent Great Old One
- 3. Terror
- 4. Monster
- 5. Cultist

If no other Units are in its Area, or if there is a tie between ranked Units in the Area, no player Controls the Astral Acolyte. If the Astral Acolyte is not Controlled, that Gate is NOT considered Abandoned, and therefore gives no Power to any player during Gather Power. When not Controlled, it stays on top of a Gate if one is there, and cannot be removed. It is ignored in Battle, and unaffected by any Spellbooks or abilities as normal.

When an Astral Acolyte Moves, its Controller can change at once. If the Astral Acolyte or other Units in the Area Move, it may switch Control or become Uncontrolled at the end of that Action.

Example: Great Cthulhu has the Astral Acolyte in an Area with a starspawn (Monster). Black Goat Moves Abhoth (an Independent Great Old One) into the Area. After this Move, Black Goat Controls the Astral Acolyte.

Example 2: Great Cthulhu has the Astral Acolyte in an Area with a starspawn (Monster). Black Goat Moves in with a mi-go (Monster), and declares Battle. The mi-go scores no Pains or Kills, but is Killed by the starspawn. Black Goat now uses Necrophagy to send a Ghoul to the Area, and Pain Cthulhu's Units. The starspawn must take the Pain, because the Astral Acolyte cannot be targeted, So it retreats, and now the Ghoul is left behind, so Black Goat seizes Control of the Astral Acolyte at the end of that Battle Action.

Special Cases:

Primeval Map— if the Astral Acolyte is on a Gate when a Glacier appears in the Area, it is bumped off the Gate as per the normal rules.

Shaggai Map— if the Astral Acolyte is in a newly Eradicated Area, it is immediately moved to an existing adjacent Area by the First Player. If its newly Eradicated Area is completely surrounded by other Eradicated Areas, then it is Eliminated. This is the only way to Eliminate the Astral Acolyte.

CTHULHU WASS

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GRUFF

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3 4 5 6 7 8 9 10 0 1

Gruff is a tactical combat card game where players fight to the death using teams of mutated monster goats. These goats have evolved past the point of recognition through the misuse of black magic, foul science, and forbidden breeding practices, becoming the hideously adorable abominations known as 'gruffs'. You are a Shepherd of Woe. With your perfect herd of horrors, you'll attempt to take down any other shepherd that is foolish enough to stand in your way!

Starting is as simple as choosing three goats and a shepherd. Each goat comes with a deck of 15 cards, which represent their unique abilities and tactics. Choose eight cards from each gruff to make a personalized deck. Since you only choose a deck of 24 cards from a pool of 45, creating a deck is interesting without being overwhelming for new players. Even though there's an incredible variety of potential decks that you can build, you'll be able to put your first deck together in just a few minutes.

Each goat is a unique combination of Mean, Fat, and Weird (three stats which describe their damage,

defense, and resource generation). Do you choose a gruff for its stats, or the strength of its cards? Do you emphasize individual strength, or build a deck that is greater than the sum of its parts? Gruff is full of strategic choices that will have a profound impact on the game, and on each individual player's playstyle.

Gruff is engaging for both competitive and casual gamers. The battle starts out slow enough that each player can get their bearings and establish a strategy, then it inevitably snowballs into a massive brawl of hooves, horns, and teeth! Gruff hits just the right cadence for players that are not satisfied with 10-minute matches, but don't have the time to invest on a 2-hour session. In a 30-minute game, gruffs evolve from adorably scrappy little goats into worldshattering behemoths!

With as much flexibility you get out of Gruff, expansions take the mayhem even further! Each new Gruff set is completely self-sufficient, with enough content for at least two opponents to play against each other. Our latest set, Rage of the Trolls, adds six new goats, five new shepherds, and even

more strategic elements that dramatically expand the tactical potential of each deck and an exponential amount of variation to the base game.

New features have been added which make it even easier to build your first deck. Recommended starting cards are marked with a star in the bottom right corner. You can select those suggested cards and get playing without the need to study the nuances of each card. Also, new goats are designed to be more versatile, making it even easier to build a deck

that can express your tactical vision.

If you're a competitive player that loves the depth and complexity of other combat card games, you'll love the tight tournament balance and over-the top potential of building herds. More casual players will enjoy the rich theme and personality of each of your goats expressed in the game. Gruff is a fantastic way to bring both types of players to the table for a great time butting heads and battling each other with monster goats! Gruff will keep you coming back, again and again, discovering new layers of strategy each time you play.

Brent Critchfield is the Design Director at Studio Woe. He is a decade long veteran of the video game industry with experience working on League of Legends, Darksiders 2, and Disney titles before deciding to dive into the exciting world of tabletop game design. He founded Studio Woe with the mission of creating devastatingly awesome games!





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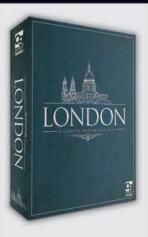
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213 REVIEWS



WATSON & HOLMES (ASM WAHO1)

From Asmodee Editions, reviewed by Jane Trudeau-Smith and Philip Smith of "The Table for Two Show"



¥ŶŶ	12 & Up	#	2 - 7 Players
Ø	45 - 75 Minites	B	\$59.99

If you love a good detective game, you'll love Watson & Holmes!

We played this game twice before reviewing it. The first time it was just the two of us, and it played quite well, but we felt it may play better with more. So, the second time we invited our friend Chris over to play again, and discovered that it's more fun sleuthing around with more people. As you can deduce from the name, Watson & Holmes is set in the world of Sherlock Holmes. Each player is a detective, and we are working from the diaries of Dr. Watson to try and figure out who committed the crime, where they did it, and how? The player who figures it out first wins!

This game is well crafted; it has beautiful components, and the cards and case booklets are nice. There are only 13 cases in the game set, so once you've solved all 13, you may want to set this game aside for a while so you can come back to it with a fresh perspective. We're hoping Asmodee comes up with an expansion with more cases... We enjoyed it so much, and have already played five of them!

HOW'S IT PLAYED?

Each case has a booklet which explains the particulars of the crime, and what you need to do to solve the case. Inside is the solution, so make sure no one pages through and peeks until the very end. Each case also has location cards with different clues that are used during play to figure out the solution. What's convenient is each case has an envelope to store them, so that no one can see any clues before playing. The first thing we did is put all the case cards in their respective envelopes. It also suggests placing them in the envelope so you don't see the card backs, which have the clues.

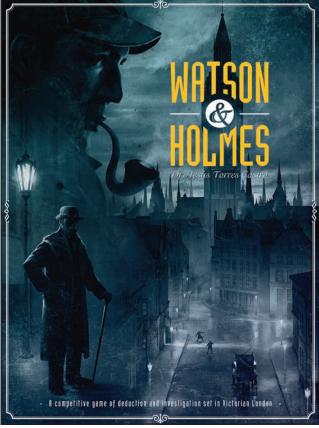
Once you choose the case you want to solve, take the case cards and place them face down on the table in the order that the booklet states. You also place the Carriage Stop, Watson, and Holmes cards face down, which are available for any game. Next to the game area you have tokens to place on the side – Carriage, Police, Call Off, and Lock Pick. These are used during the game.

Each player chooses a pawn and token, receives 10 carriage tokens and a police token, plus pen and paper (not included) to scribble their notes, then given a face-down character card describing their unique ability; their own identity is kept secret unless they decide to use their ability.

You're now ready to play! Have someone read the case booklet aloud. Or, what we thought was super cool: Scan the QR code for the case, and the booklet will serve as the narrator! We like that because it's difficult for the person reading the card to take their own notes at the same time.

There are two phases to each round:

Visiting Phase - on their turn, each player chooses a location to visit and places their pawn on it. If the location is free they can either place their pawn on it (getting there by foot) or put their pawn on it and some Carriage tokens. By putting Carriage tokens on it, it makes it harder for other players to go there. If you want to go to a location that has Carriage tokens on it you need to have more Carriage tokens that were placed in order to go there. If the first person went on foot, you need one Carriage token to go there. If you outbid someone, the original player removes their pawn and loses one of their Carriage tokens. Some of the cards may also have Police tokens on them. To go there, the player must have a Lock Pick token to read the card, or, can use a Call Off token to remove the Police token before going there. Once you use these tokens they are discarded. You can also choose to go to the Carriage Stop and receive three Carriage tokens instead of a clue. If you feel you figured it all out, you can go to the 221 B Baker Street card to see if you solved the case! One more option for players during



this phase is to pay four Carriage tokens to take the Watson card, then announce which player must read their location card out loud, benefitting all players.

2. Investigation Phase - Once everyone has decided where they're headed, everyone simultaneously reads their location cards and makes any notes on them. When they're finished, they can choose to put a Police token on that card, making it harder for someone else to access it. Whoever goes to 221B Baker Street must have their guess to the questions written down first. Once they read the card, if they're correct they win the game. If they're not, they must announce they were wrong, along with how many questions they answered correctly, if any. Then, they stay in the game playing "Sherlock" using the Sherlock Holmes card, and may assist other players with consultations.

Game play continues until someone solves the mystery. If nobody successfully solves it, everyone loses! (Darn!)

TIMING OF THE GAME

It took the two of us around 45-minutes to play, and the same amount of time with three, because the clues were revealed at roughly the same rate. We played it twice in a row both times because we really enjoyed it!

Jane and Phil love gaming, are best friends, and have been married since 2005 after meeting at a software conference at Disneyworld!







213 REVIEWS

SEIKATSU (IDW 01267)

From IDW Games, reviewed by Eric Steiger and Rob Herman

¥#¶	8 & Up	#	1 - 4 Players
Ø	30 Minutes	8	\$39.99

Seikatsu Is Life

Literally, Seikatsu is the Japanese word for "life." It might be a bit ambitious of a title for a tile-laying game of building a garden,

but that depends on your point of view...and so does the game. While Seikatsu has a few familiar elements in its play style, it's the final scoring of the game that renders it unique. It's also one of the few games that comfortably seats three without being awkward, suboptimal, or rendering a kingmaker effect, and that alone would earn it space on my shelf.

Seikatsu begins with an empty board and a bag of tiles. The three players' pagodas are equidistant from the koi pond in the center of the garden, and each player's goal is for the final garden to be the most aesthetically pleasing, from his or her own point of view. Each tile contains a combination of a color of a bird and a flower. There are two

of each bird/color combination in the bag, plus four koi (wild) tiles, for a total of 36. On your turn, you'll have two face down tiles in front of you to choose from. You place one on the board, adjacent to an existing tile, score it, and then replace it from the bag.

If the tile you placed has a bird of the same color as at least one tile adjacent to it, you score one point for it, and for each adjacent matching bird. This will score you anywhere from 2-5 points. Koi fish tiles count as whichever color bird you want when they are played, but don't count as any color for future plays.



The game ends once all tiles have been played and the board is completely full. You then score for flowers. Each player scores for the rows of flowers in the garden, based on the perspective from their own pagoda. You score points based on whichever color flower you have the most of in the row, ranging from 1 for a singleton, to 21 points for a complete row of six of the same color flower.



Seikatsu plays both simply and elegantly, but it's the varying perspectives that make it unique. Having to view the optimal plays from your opponents' points of view means that your board position is inextricably intertwined with theirs...but, indirectly. Strategic planning is a must, but the short term gains from placing matching birds can't be overlooked.

While Seikatsu plays well, it is definitely a light game, and is easily approachable for casual or non-gamers. Adding to the appeal is the production quality of the game: the tiles are heavy acrylic, with embossed kanji on the back (so that you can reach into the bag and replace tiles face down without

 looking at them), and the art is gorgeous. The bag is heavy cloth, and the board is well laidout. That said, there are a few minor flaws: players are clearly expected to go over 50

points, but the scoring track ends at 50. The instructions tell you to simply take another lap with your scoring marker, but a "+50" token would have been nice. This is a minor issue, though, and we had no trouble tracking scores.

Seikatsu includes a solo mode and team mode, so that groups from 1-4 can enjoy the game. Even your first game should be finished in under a half hour, and it can be played by ______

kids as young as 8.

Eric and Rob are your friends, and friends wouldn't let you play bad games.

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